www.dream-cast.net

NEW! ALL THE LATEST CHEATS, CODES & PASSWORDS FOR DREAMCAST!

3

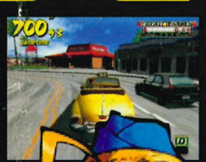
Dreamcast solutions™

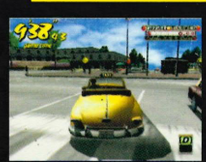
The ultimate Dreamcast tips magazine

132 pages of cheats, solutions and passwords!

EXCLUSIVE GUIDE!

CRAZY TAXI





PUMP UP THE BASS WITH...

SEGA BASS FISHING

BECOME AN EXPERT FISHERMAN!

...in the makers of Dreamcast magazine

PLUS! VIGILANTE 8: COMPLETE TRACK GUIDE › WWF ATTITUDE: EVERY SPECIAL MOVE › WORMS ARMAGEDDON: MASTER CLASS › STREET FIGHTER ALPHA 3: CHARACTER GUIDE › & MORE!

www.dream-cast.net No. 3 £3.99

Paragon Publishing Ltd

9 771466 239013 03

This magazine is not endorsed, sponsored or otherwise authorised by Sega.

Dreamcast Solutions › Third Issue 2000 › Crazy Taxi › Sega Bass Fishing › Vigilante 8: Second Offense › The ultimate Dreamcast tips magazine

WIN YOUR XTREME DREAM

You spend A

of your life

It takes just 5 m

com

on D

What is your Sega Xtreme Dream?

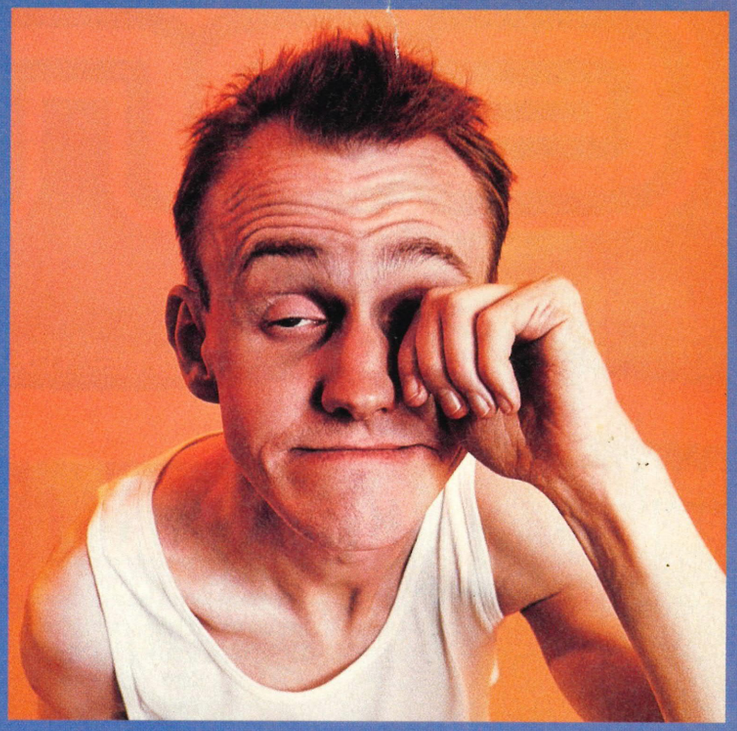
Tell us and we could make it happen.

You could be snowboarding in The Rockies, flying a MiG jet or in the driving seat of an F1 car - for real!

It's this easy...

SEGA™

4,000 hours dreaming...



nutes to make one e true, reamarena!

Simply go online through your Dreamcast and enter the Sega Xtreme Dream Competition. Every week we'll turn one person's Xtreme Dream into Xtreme reality. Go on. Dreamers never sleep.

Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

Dreamcast

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

>Brought you by the makers of Dreamcast Magazine

contents

www.dream-cast.net

issue 03

Welcome to your dreams

REGULARS

Cheat News Network

86 **Are you looking for late breaking cheats news?** All the new passwords, codes and cheats for Dreamcast are always in DREAMCAST SOLUTIONS first!

Q&A

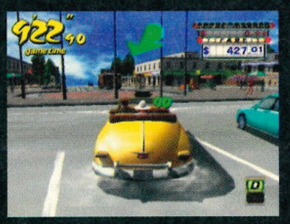
10 **Dreamcast is the most sophisticated console the world has ever known.** So inevitably there are more questions you need answering than ever before! If you have a Dreamcast conundrum, drop us a line and your reply will end up on these very pages!

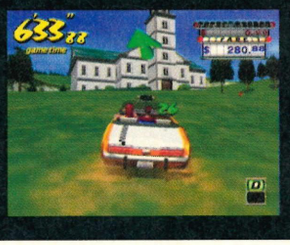
Databurst

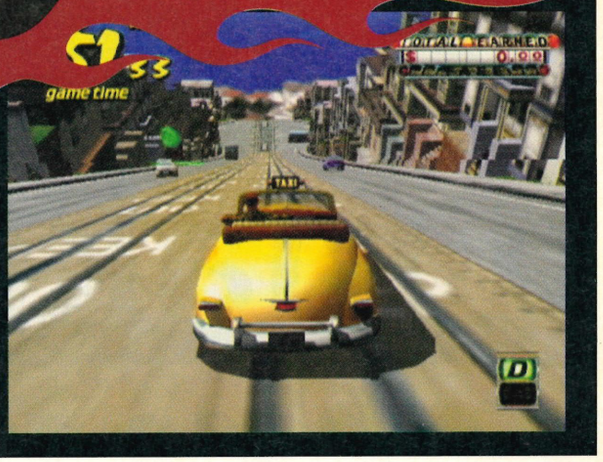
124 **Now we're up to issue three, we have a large database of Dreamcast cheats, codes and passwords.** To give you access to this essential information we've created Databurst – all the cheats in one handy A-Z format!

Crazy Taxi

18 **Yeah! Why not take a ride in a *Crazy Taxi*?** This port from Sega's Naomi arcade game is probably the most exciting game to be released on Dreamcast so far! And we've put together an exclusive guide for you – grabbing those extra fares and winding your way through the city streets will now be a breeze!







Fighting Game Special!

Soul Fighter

28 **We take you through this hack 'n' slash masterpiece stage by stage.** You just can't go wrong!

WWF Attitude

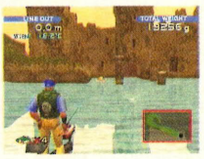
74 **Every special move for every fighter.** Now you can fight just like these violent ballet dancers!

Street Fighter Alpha 3

98 **The *Street Fighter* series seems to go from strength to strength.** You can too with all these special moves!

Marvel Vs Capcom

110 **The ultimate showdown between the comic book and videogame stars.** And we've unearthed all of their secrets!

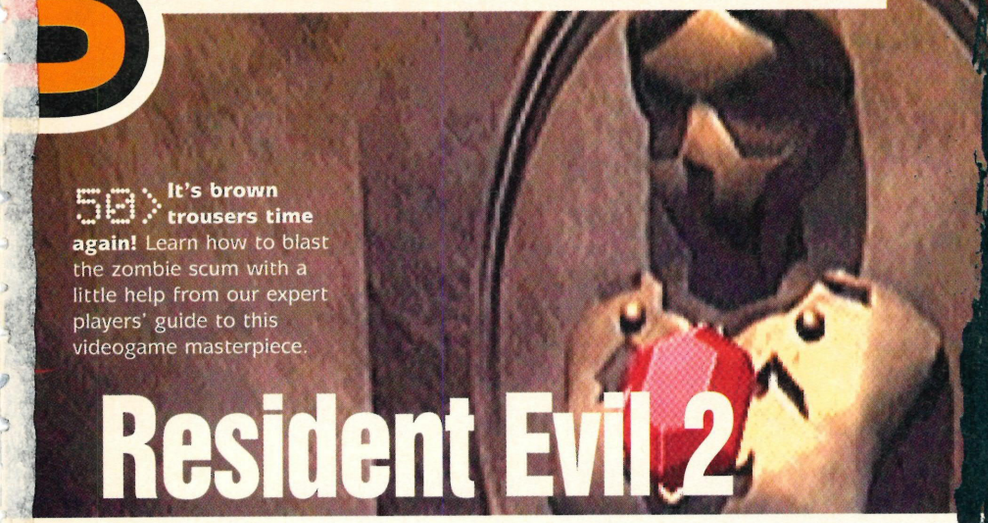


Sega Bass Fishing

12 **Can you smell fish?** One of the most unique gameplay experiences you can have with your Dreamcast is with *Sega Bass Fishing*. Whether you play with the joypad or the excellent fishing rod controller, this game is guaranteed to lose you hours as you sit engrossed in the fishing frenzy! Hopefully you'll catch a big one with some help from this expert players' guide.

AT A GLANCE red hot GUIDES

> We've got more players' guides than ever before this issue. Take a look at this bunch – can any of them help you out?



Resident Evil 2

39 It's brown trousers time again! Learn how to blast the zombie scum with a little help from our expert players' guide to this videogame masterpiece.

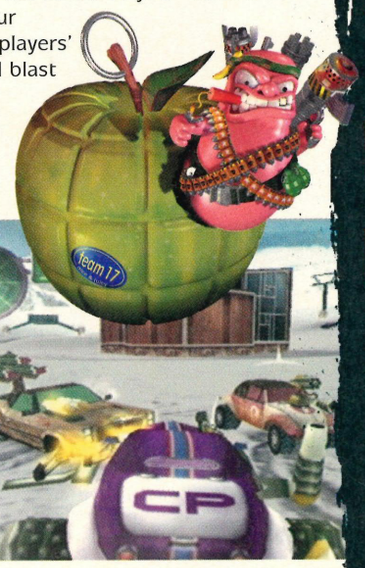
WIN!

Grab yourself a free copy of Midway's NBA on NBC basketball game by entering our special competition!

129

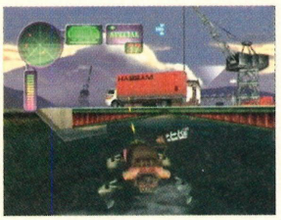
Worms Armageddon

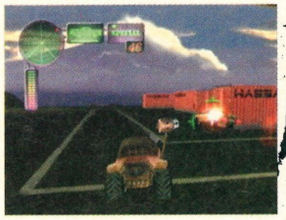
78 These little worms have been known to drive people completely insane! Don't let them get the better of you – have a read of our exclusive players' guide and blast 'em to kingdom come!



Vigilante 8: Second Offense

36 A huge cheer went up in the Dreamcast Solutions office when we heard that this game was coming to the console. It's a marvel of addictive gameplay and will easily get you hooked. We've put together an exclusive guide complete with full colour maps just for your enjoyment!





PAGE 12 Sega Bass Fishing

Hints and tips	12	Bonus Trophies	14
Types Of Tackle	13	Lake Paradise	15
Tournaments	14	Lake Crystaldew	16

PAGE 18 Crazy Taxi

Cabbies And Their Cars	18	Arcade Mode Map	21
Driving Skills	19	Original Mode Guide	24
Arcade Mode Guide	20	The Crazy Box	26

PAGE 28 Soul Fighter

Cheats	29	Level 1, 2, 3	32
Soul Fighters	29	Level 4, 5, 6	33
Power-ups	30	Level 7, 8, 9	34
Weapon Power-ups	30	Level 10, 11, 12	35

PAGE 36 Vigilante 8: Second Offense

Arizona – Meteor Crater Map	45	California – Pacific Harbour Map	47
Louisiana – Ghostly Bayou Map	45	Utah – Winter Games Map	47
Florida – Launch Site Map	46	Minnesota – Nuclear Plant Map	48
Pennsylvania – Steel Mill Map	46	Alaska – Alaskan Pipeline Map	48

PAGE 50 Resident Evil 2

Scenario A – Chapters 1 and 2	51	Scenario B – Chapters 1 and 2	60
Scenario A – Chapter 3	54	Scenario B – Chapter 3	63
Scenario A – Chapter 4	58	Scenario B – Chapter 4	66

PAGE 70 Worms Armageddon

Single-Player Mission	71	Training Mode	72

PAGE 74 WWF Attitude

Stone Cold Steve Austin	76	'Lethal Weapon' Steve Blackman, Droz	88
Mankind	77	Al Snow, The Godfather	89
D-Lo Brown, The Rock	78	Dr Death Steve Williams, Gangrel	90
Bradshaw, Farooq	79	The Big Bossman, Christian	91
Kane, The Undertaker	80	Marvelous Mark Mero, Sable	92
Owen Hart, HHH	81	Taka Michinoku, Kurrgan	93
Gold Dust, X-Pac	82	'Heartbreak Kid' Shawn Michaels	94
Mosh, Bad Ass Billy Gunn	83	Sgt Slaughter	94
'Too Sexy' Brian Chrstopher, Thrasher	84	Jacqueline, Chyna	95
Ken Shamrock, Jeff Jarrett	85	Jerry 'The King' Lawler	96
Road Dogg Jesse James, Mark Henry	86	Paul Bearer	97
Val Venis, Edge	87	The Head	97

PAGE 98 Street Fighter Alpha 3

Maveskey	98	Cody, Birdie, Guy	104
Blanka, E Honda, Chun Li	99	Rolento, Sodom, Rose, Dee Jay	105
Akuma, Dhalsim, Zangief	100	Sakura, Karin, Dan	106
Charlie, Cammy, Ken	101	Juli, Juni, R Mika	107
Sagot, Vega, Balrog	102	Evil Ryu, Fei Long, T Hawk	108
Gen, M Bison, Adon	103	Guile	108

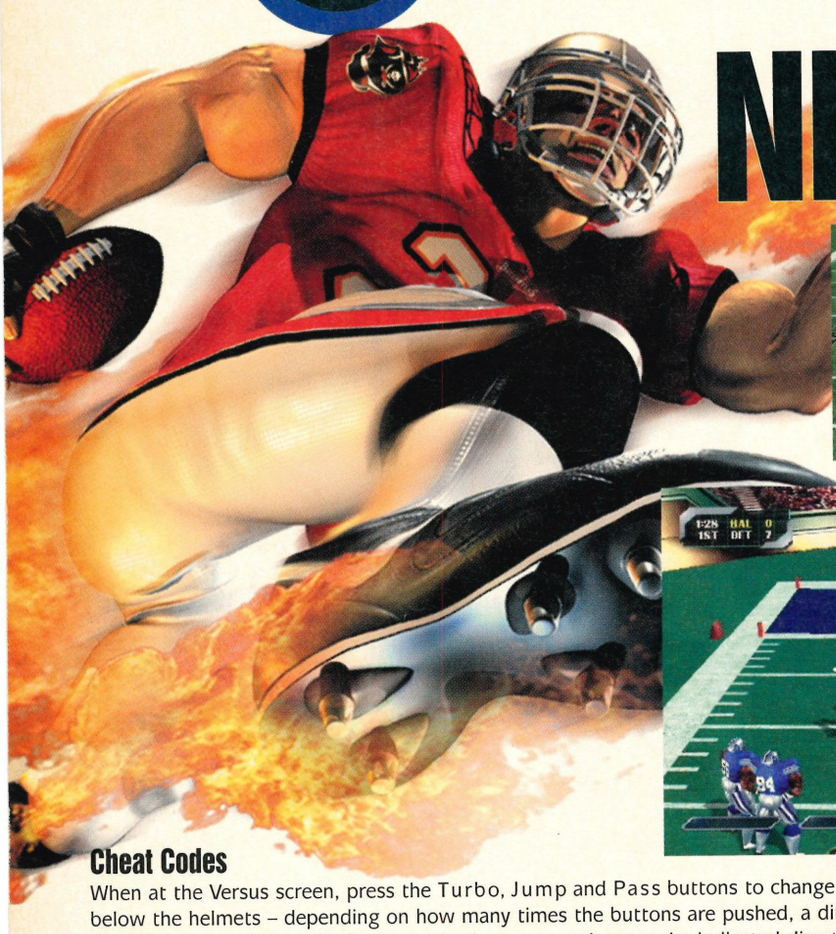
PAGE 110 Marvel Vs Capcom

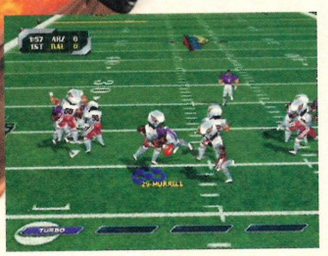
Ryu, Zangief	114	Gambit, Incredible Hulk	119
Morrigan, Captain Commando	115	War Machine, Wolverine	120
Megaman, Strider Hiryu	116	Roll, Carnage	121
Spiderman, Jim Satome	117	Lilith, Shadow Lady	122
Captain America, Venom	118	Ultimate War Machine, Evil Hulk	123

cheat network

>Late breaking cheats, passwords and secret codes<

NFL Blitz 2000



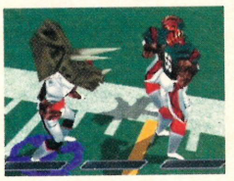


Choose Play Off-Screen

At the Play Selection screen, move to the top left box and press Up twice. Your choice of play will then be hidden and chosen secretly on your VM unit.

Access Hidden Players

To access hidden players, enter one of the following player names and the PIN number when at the Enter Names For Record Keeping screen.



Name	PIN
ALEC	1197
ALIEN	1111
AOB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
FRANZ	1010
GENTIL	1111
GRINCH	0222
GRINCH	2220
GUIDO	2222
GUMBY	8698
JAPPLE	6660
JASON	3141
JEFF	1111
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691
RALPH	1111
RANDU	6666
ROOT	6000
SAD	1111
SHINOK	8337
SHRUNK	6666
SKULL	1111
SMILE	1111
THUG	1111
TREX	1111
TURMEL	0322
WHODAT	1844

Cheat Codes

When at the Versus screen, press the Turbo, Jump and Pass buttons to change the icons below the helmets – depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-Pad and if the code has been entered correctly you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing Up. You can activate more than one cheat per game.

Cheat	Code
Infinite turbo	5-1-4 Up
Unlimited throwing distance	2-2-3 Right
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defence	4-2-1 Up
Power-up team-mates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Red, white and blue football	3-2-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection [Note 1]	1-1-5 Left
Show more field [Note 1]	0-2-1 Right
No CPU assistance [Note 1]	0-1-2 Down
Power-up speed [Note 1]	4-0-4 Left
Hyper blitz [Note 1]	5-5-5 Up
Smart CPU opponent [Note 2]	3-1-4 Down
Deranged blitz mode [Note 2]	2-1-2 Down
Ultra hard mode [Note 2]	3-2-3 Up
Super passing mode [Note 3]	4-2-3 Right
Super blitz mode [Note 3]	4-4-4 Up
Tournament mode [Note 3]	1-1-1 Down
Always quarterback [Note 4]	2-2-2 Left
Weather: clear	2-1-2 Left
Weather: muddy	5-2-5 Down
Weather: rain	5-5-5 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots p'book	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers book	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Washington Redskins book	2-0-1 Left

Note 1 – Two player agreement required
Note 2 – Only in one-player game
Note 3 – Only in two-player game
Note 4 – Two human team-mates required

Soul Fighter

Access Cheat Codes Screen

To access the screen that will allow you to enter the codes for the cheats, press Left on the D-Pad and Y when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it. The next screen to appear will be the Cheat Code screen.

High Energy

To get high energy enter ABXXYA as a code.

All Weapons

To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

Level Codes

To bypass levels enter the following codes:

Level 2	AABXYA
Level 3	XAYAAB
Level 4	YYBAXA
Level 5	BABXXY
Level 6	XAXBYY
Level 7	ABXBYB
Level 8	YBBAXY
Level 9	BYAAXB
Level 10	XABBAX
Level 11	YBYXAB
Level 12	XBAXBY

Toy Commander

Access all Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. If done correctly a note will be heard.

To switch machine gun

Pause the game, then hold L and press B, A, Y, X, A, B. A note will heard if entered correctly.

Fix toy

Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.

Mortal Kombat Gold

Access Cheat Menu

At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed by the word 'Outstanding'. Enter the Options screen and then press L+R and the Cheat menu will appear with various options to choose from.

Easy Endings – Will allow you to see a player's ending by only beating one character.

Fatal 1 – To enact a character's first fatality simply press High Punch.

Fatal 2 – To enact a character's second fatality simply press High Punch.

Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch.

Fight As Goro

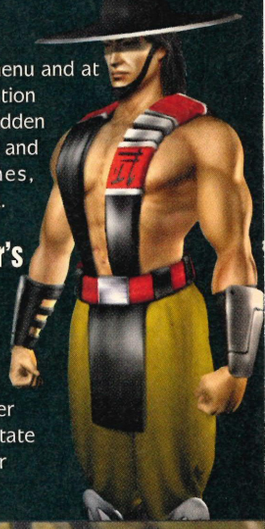
To play as Goro enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up, Left, A.

Fight As Noob Saibot

To play as Noob Saibot enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up twice, Left three times, A.

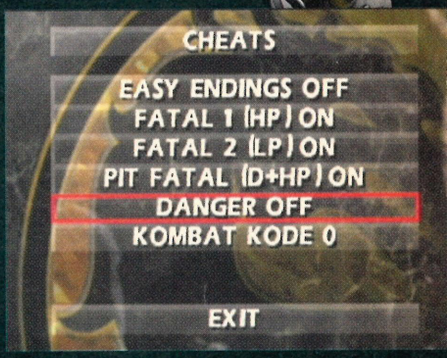
Play As Sektor

To play as Sektor enable the Cheat menu and at the Character Selection screen select the hidden icon and hold L+R and press Up four times, Left four times, A.



Alternate Fighter's Costumes

Highlight a character and hold the Start button along with any other button. This will rotate them to reveal their second costume.



DVD review

Out 3 February only £3.99

- EVERY UK DVD REVIEWED
- THE BEST PLAYERS TESTED
- HOW TO SET-UP THE PERFECT DVD SYSTEM

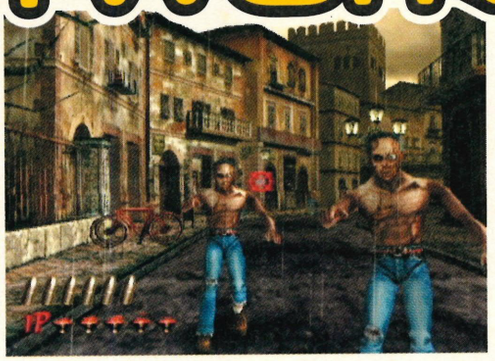
the future is here...

DVD Review is available from all good newsagents, please ask for your copy now

cheat news network

>Late breaking cheats, passwords and secret codes<

The House of the Dead 2

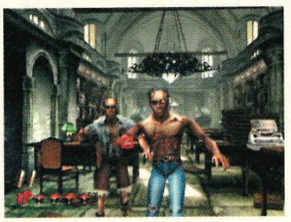


Access Blood Colour Option
To unlock a Blood Colour option, complete the Original mode.

Access Goldman Costume
Complete Original mode and the Goldman costume will appear in the boot of the car in the next game that you play.

Unlock Infinite Super Ammunition
Complete the Training mode with a five red star rating on each stage. This ammunition kills enemies with one shot.

Infinite Continues In Original Mode
Complete the Training mode and Boss mode with all five red stars and then get two stars in Fight All mode. The Continue option should now change to Free Play'



Play As Gary
To play as Gary instead of James in One-player mode, put your controller in port B.

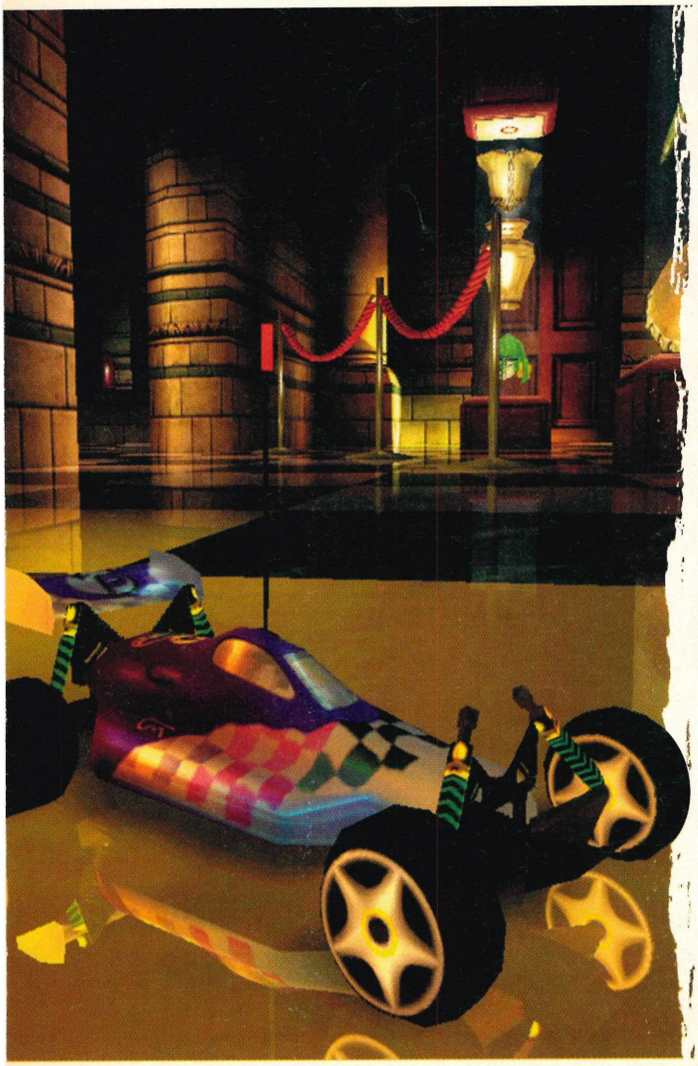
PSYCHIC FORCE 2012

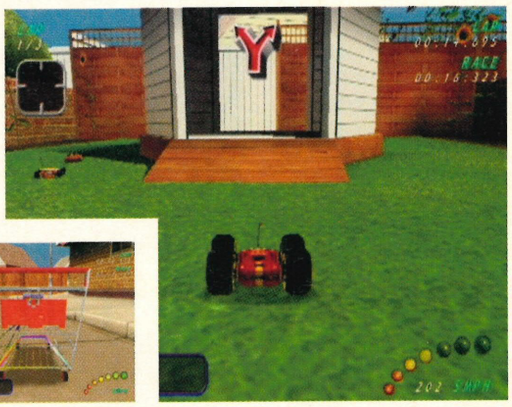
Play As Uon
Play the game for over six hours or complete the Story mode with all ten characters.

Play As Kiss
Amass over 12 hours of gameplay or complete the Arcade mode with all characters including Uon.

Play As Burn
Unlock Uon and Kiss and then complete both Story and Arcade mode with all characters including Uon and Kiss.

Hidden Artwork
Place the game disc in a PC and there should be some images in the root directory.





Re-Volt

Unlock All Cars
To gain access to all the cars, enter your name as CARNIVAL at the Enter Name screen.

Unlock All Tracks
To gain access to all of the courses and their variants, enter your name as TRACKER at the Enter Name screen.

Cycle Through Weapons
To run through all of the available weapons, enter your name as SADIST and press both shoulder buttons together.

NBA Showtime: NBA On NBC

Play Any Player On Any Team

To play any character regardless of what team they're on go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.

Change Costumes

To see a player's alternative costumes when creating a player press Up or Down and his clothes will change.

Play As Team Mascots

To play as a team mascot enter any of the following names and corresponding PIN and you will unlock that mascot.

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters

To play any of the following hidden players enter their name and PIN number to unlock them.

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

Play As Midway Staff

MIDWAY STAFF	NAME	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johnson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Eugene Geer	E GEER	1105
Matt Gilmore	MATT G	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players

To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN when you are at the Enter Initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts

To access play on one of the following hidden courts, enter the denoted combinations of buttons immediately after having selected a player at the Choose Team screen.

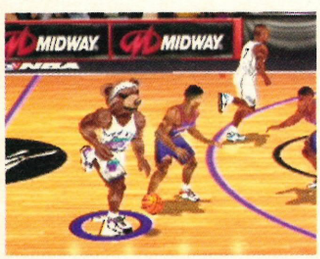
COURT	CODE
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

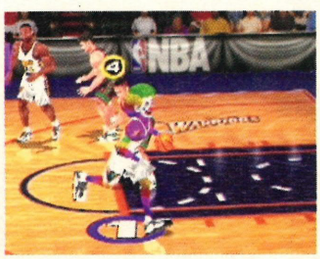
Access Cheat Codes

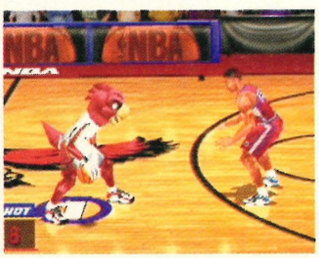
After you've chosen your players. and you are at the Tonight's Match Up screen, you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom and activate the cheats.

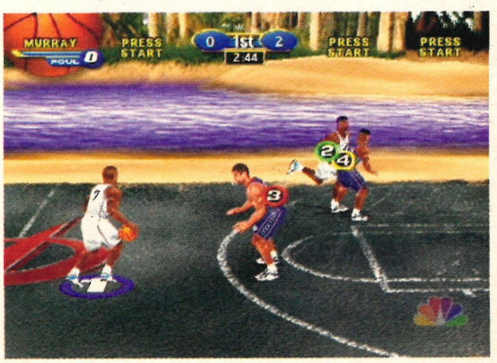
CHEAT	CODE
Show shot %	0-0-1 Down
Tournament mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog on [Note 2]	1-2-3 Up
Thick fog on [Note 2]	1-2-3 Down
Swamp fog on [Note 2]	1-2-3 Right
Night fog on [Note 2]	1-2-3 Left
Snow on [Note 2]	1-2-1 Left
Blizzard on [Note 2]	1-3-1 Left
Rain on [Note 2]	1-4-1 Left
Big head mode	2-0-0 Right
No replays	3-3-1 Left
Team uniform [Note 1]	4-0-0 Right
Midway uniform	4-0-1 Right
Home uniform	4-1-0 Right
Away uniform	4-2-0 Right
Alternate uniform	4-3-0 Right

Note 1: Two player agreement required
Note 2: Only on outdoor courts

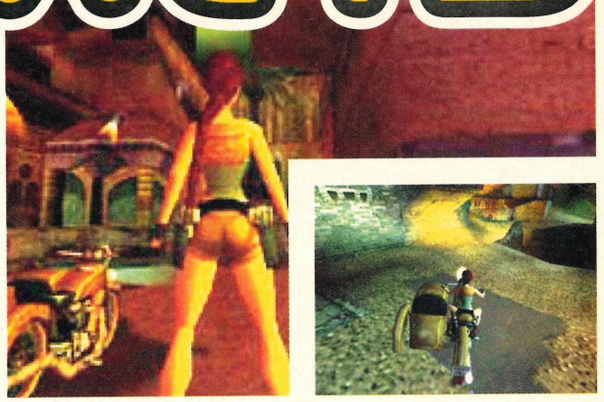








Questions and Answers



It's time, once again, to answer all those niggling Dreamcast related questions. The postbag has been bulging over the last couple of months – probably due to all the new Dreamcast owners over Christmas, so here are the answers to those questions.

Turning Japanese?

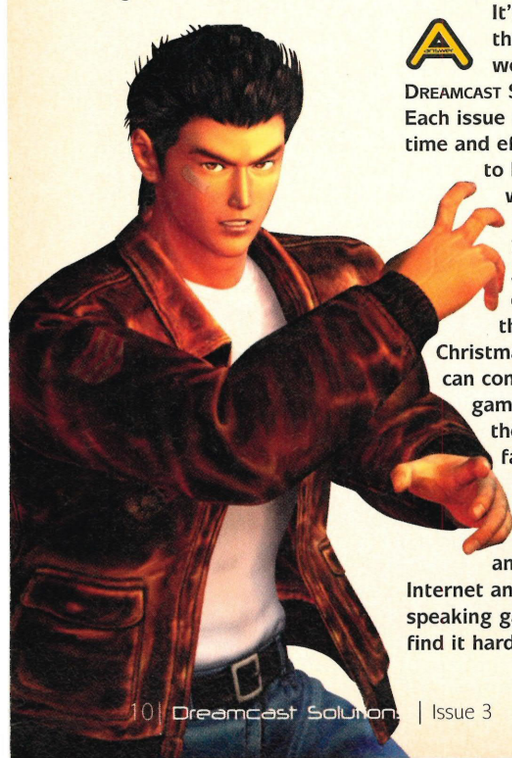
Q First of all I'd just like to say how great I think your magazine is. I've bought both issues now as you're the only Dreamcast tips magazine on the market, and I haven't been disappointed. Your guides have really helped me out. I only own *Sonic Adventure* and *Ready 2 Rumble Boxing*, but I've managed to play through more of both games than I ever could by myself.

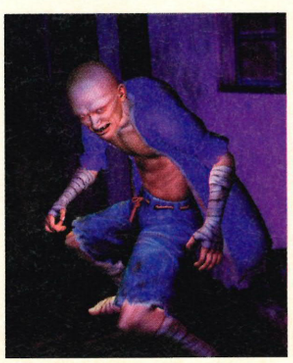
My question is... how long will I have to wait to play *Shenmue*. The game looks out of this world with graphics to die for. The second question is... will the European version of *Shenmue* come with all the speech in English? A friend of mine heard that this would take them another year to make – do you know the truth?

Jason Chandler, Leeds

A It's good to hear that you like what we produce here at DREAMCAST SOLUTIONS, Jason. Each issue takes a lot of time and effort, so it's good to know we're not wasting our time! We've actually had the finished Japanese version of Shenmue in the office since Christmas now and we can confirm that the game lives up to all the hype – it's fantastic. Except that it's all in Japanese of course. Without an FAQ from the Internet any English speaking gamesplayer will find it hard to get any further than the title screen!

Sega haven't confirmed whether they're going to be translating or simply subtitling the game yet, but as the release for UK has now been put back to Autumn, it's a fair bet that they're going to go the whole hog and rerecord all the voices! This is good news for us, because this will make *Shenmue* the most amazing game ever, and give PlayStation2 a run for it's money!



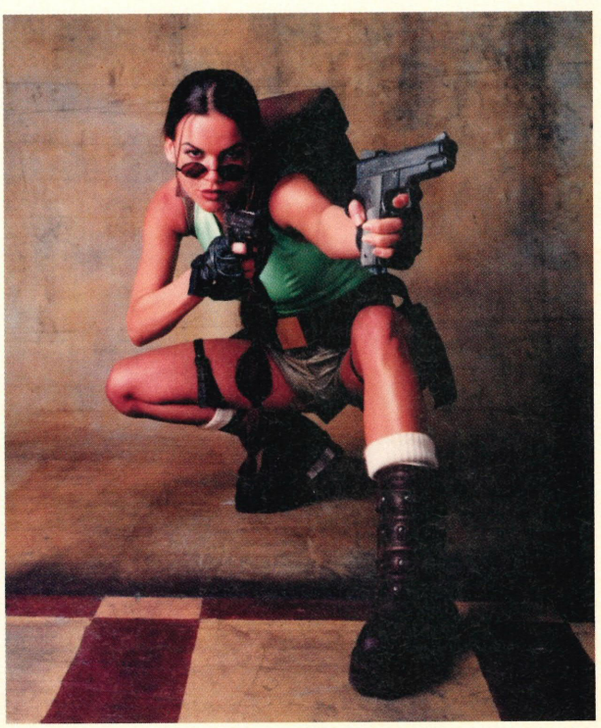


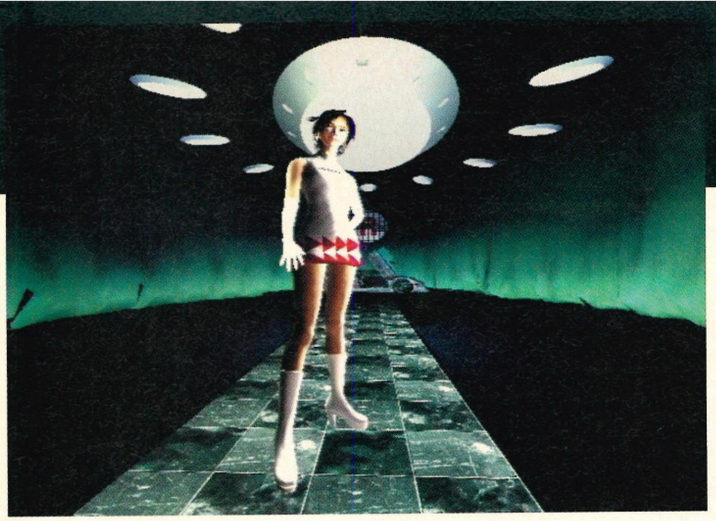
PlayStation Panic

Q I've been reading all the Dreamcast magazines since the console was launched back in October and thought I just had to write it to tell you about a worrying trend I've spotted. There seems to be a hell of a lot of PlayStation games worming their way onto the Dreamcast. Games that most people who have upgraded to the new console have already bought, played and traded in for something new. As 'experts' in this field, what do you and your colleagues think of this phenomenon?

Carl Mason, Exeter

A Yes, this is something that we've spotted at DREAMCAST SOLUTIONS too, but you've got to admit that only the best games are making the conversion! Many of the games in question aren't solely PlayStation games though, PC CD-ROM games can be converted to run on Dreamcast with very little effort from the software company, and so this makes it financially viable for them to release it on our beloved console. This is nothing but good news for us really – we get to play enhanced versions of games that have





high score heroes

Send In Your Entries!

So, you've unpacked your Dreamcast, you've played your favourite game to death and don't know what to do with all those high scores that you are just dying to show off to the world. Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/scores each month. You never know, if you do, you might just earn yourself a prize.

How To Send In Your Scores

Play any Dreamcast game and get yourself a top score – one which is better than you mates can even think of.

Use a camera or video recorder to capture the evidence of your amazing feat!

Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST SOLUTIONS!

The address is...
High Score Heroes
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

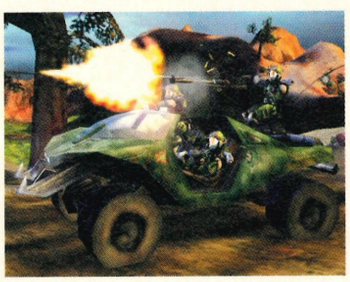
already been highly acclaimed! There's a whole host of these conversions planned for the next couple of months. Core Design has just announced that they're bringing *Tomb Raider: The Last Revelation* to Dreamcast, Eidos have got *Soul Reaver* on the cards and for driving game fans there's *V-Rally 2* from Infogrames! They're all great games and ones that we just can't wait to play!

Come On Sega!

What on Earth are Sega playing at? I've been buying Sega games for many years now, so you'd think I would be used to them mucking me about with add-ons, dodgy software and console that just don't appear, but they seem to be excelling themselves with the Dreamcast! They're certainly up to their old tricks again. When they launched the console they promised 40 games before Christmas came around. Now, I've never been very good at maths but there's definitely not 40 in the shops – and it's now January! Are they delaying games that are ready to be released because I've noticed that you have printed cheats for games that aren't even out yet! If they don't get things together pretty soon they'll find that they'll lose all their owners to PlayStation2 – and that would be a shame.

Jeremy England, Warwick

Over on our sister magazine, *Dreamcast Magazine*, they've also been getting lots of complaints from people on the same subject. In our opinion there are plenty of games out there for Dreamcast – okay, not 40 but nearly every single one of them is a gem! If you look at the way games have been released on the PlayStation, for example, it now has eight hundred titles – but how many of them would you want to pay for? A lot of them are utter rubbish! As for PlayStation2 – there are some amazing looking games coming up in September, but that's it – they look amazing but underneath all the glitz and glamour they're nothing more than glorified 32-bit games! People will rave about *Ridge Racer V* and *Tekken Tag Tournament* but rehashes of old games are never going to set the world on fire. Dreamcast has some amazing original games to look forward to – just look at the *Shenmue* pictures in issue 4 of DREAMCAST MAGAZINE!



UK'S BIGGEST & BEST VALUE SERVICE
CHEATS & TIPS FOR OVER 2000 GAMES
PSX, DC, N64, PC & GBC
CHEATS UNLIMITED
DREAMCAST CHEATS & TIPS
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
CHEATS, TIPS & ESSENTIAL GAMING ADVICE FOR VIRTUALLY EVERY DREAMCAST GAME
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098087
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098179
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.
Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784
www.cheatsunlimited.com

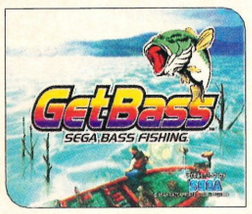
www.dreamcast.net

Sega Bass Fishing

Reckon you could be the king of the anglers? In order to be the bass master, you'll need our in-depth guide to the world of Sega Bass Fishing!

essential information > Dreamcast solutions

Sega Bass Fishing



Publisher	Sega
Developer	In-House
Origin	Japan
Price	£39.99
Genre	Fishing

one player

fishing rod

vibration pack

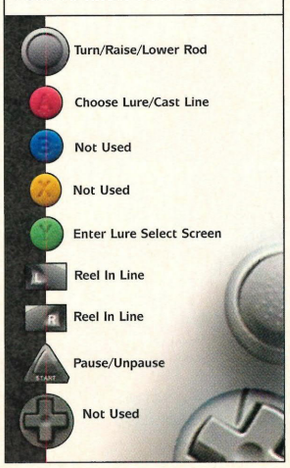
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

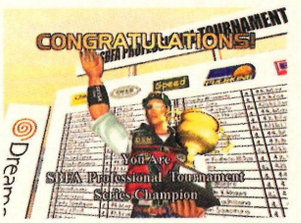
CONTROLS

If you want to land a real lunker, you're going to need to know how to fish!!



essential information > Dreamcast magazine says

"Play it once and you will, without a doubt, be hooked!"



HINTS AND TIPS

Unlock Secret Lures

You'll find various new lures as you catch more fish during the Arcade or Consumer modes. As well as the 13 normal lures, there are three special lures that can only be earned in Consumer mode – you'll need to do really well during the Masters Classic Tournament Series to get your hands on them. The Yuwaka, Segata and Sonic lures are ultra rare; getting them means you're a real fishing master!

Unlock Secret Practice Areas

As well as the first three Practice stages on Lake Paradise, you can open up the three stages on Lake Crystaldew by finishing the Arcade mode once. There are also two secret ones to find – the Palace on Lake Paradise and the Falls on Lake Crystaldew. You can get these by playing through the Consumer Mode and winning any of the tournaments there.

Extra Fishing Clothes

Not really a cheat as such because you can't select it – the change just happens as you go through the tournaments. Still, it's something nice! Every time you win a tournament series, your fisherman (or woman) will change clothes for the next tournament. If you do really well, you'll even get a new boat!

Little Fish In A Big Pond

>There are fish of all shapes and sizes hidden beneath the surface of the lake – you can tell what size you caught not only by how big it looks, but also by the way your angler reels it into the boat.

"Awww... Small One!"

Average Size: less than 800g
No matter how hard you try, you're eventually going to end up reeling in one a disappointing small fry. If you catch a small bass, just hold down on that reel and pull it in – there's absolutely no chance of your line breaking.

"Medium! Good job!"

Average Size: 800-2000g
Better than the small bass but still not great; that's the life of a medium bass. As a rule, you shouldn't need to worry about the Line Tension gauge too much – only the biggest of medium bass will come close to snapping your line.

"Woah! It's a Big One!"

Average Size: 2000-4000g
Now these are the kind of bass that you want to be landing as often as possible. You'll need to keep an eye on your Line Tension meter but try to reel them in as quickly as possible so that you don't waste too much time.

"Super Big!"

Average Size: over 4000g (up to 10,000g!)
Usually hiding in the darkest regions of the lake, the super big bass are the toughest to catch. Constant attention to the Line Tension gauge is needed and extreme caution required – have patience and you'll land it yet!

Get Your Tackle Out!

>Lures are the key to catching a good bass – if you use the wrong one, you'll never get the fish's attention! As well as choosing the right lure for the right occasion, you'll need to make sure you select a colour the fish will like; they're not going to eat something that doesn't look appetising! Move the Analogue Stick up and down to change the colour on the Lure Select screen and then cast it to see if it's one the fish want!

• **Shallow Crank**
Float Depth – Shallow/Middle
Difficulty – Easy
One of the two basic lures, the Shallow Crank floats on the surface and then dips below as it's reeled in. Handy for bass near the surface.

• **Deep Crank**
Float Depth – Middle/Deep
Difficulty – Easy
Much like the Shallow Crank, the Deep Crank dips as it is reeled in. However, it floats below the surface and sinks much deeper to reach the bottom feeders.

• **Floating Minnow**
Float Depth – Shallow/Middle
Difficulty – Easy
The Floating Minnow is similar to the Shallow Crank – it floats on the surface until you reel it in, at which point it sinks into the depths. The rattle adds to the attraction!

• **Vibration**
Float Depth – Full Range
Difficulty – Easy
The Vibration Lure can cover the whole depth range if you make clever use of the line. It attracts fish by causing vibrations through the water, obviously.

• **Pencil Bait**
Float Depth – Surface
Difficulty – Easy
The best lure to use if the fish are close to the surface, this lure can also attract fish from the lakebed if the water isn't too deep. A fantastic lure in the right hands!

• **Spinner Bait**
Float Depth – Full Range
Difficulty – Easy
One of the two 'noisy' lures, the Spinner Bait has a rattle on the end that vibrates as it is dragged through the water. Best used in deep water situations.

• **Straight Worm**
Float Depth – Full Range
Difficulty – Medium
Coming in a range of colours, the Straight Worm is just that. It looks and moves like a worm and is able to rise and sink through the water with ease.

• **Popper**
Float Depth – Surface
Difficulty – Hard
This lure stays on the surface and 'pops' through the water, attracting fish beneath. One of the harder lures to use, it nevertheless provides good results.

• **Rubber Jig**
Float Depth – Full Range
Difficulty – Medium
Another lure that is best used in deeper water. The Rubber Jig sinks incredibly quickly but is good for attracting the attention of bigger fish.

• **Suspend Minnow**
Float Depth – Middle/Deep
Difficulty – Hard
The Suspend Minnow works in exactly the same way as the Floating Minnow, except it floats beneath the surface and sinks deeper as you reel it in.

• **Grub**
Float Depth – Full Range
Difficulty – Medium
A top lure if used correctly, this lure also comes in a wide variety of attractive colours. The moving tail adds to the effect that it's live bait – just what the fish want!

• **Buzz Bait**
Float Depth – Full Range
Difficulty – Hard
This one is the better of the two 'noisy' lures – the rotor on the back helps to disturb the water more and therefore attract better fish. Best used in very deep and murky water.

• **Paddle Tail**
Float Depth – Full Range
Difficulty – Medium
Similar to the Straight Worm in the way it moves, the added paddle on the end of it creates vibrations to attract the fish. It also comes in several different colours.

• **Yuwaka**
Float Depth – Surface
Difficulty – Medium
Talk about bizarre – this lure is shaped like a little Japanese bloke! It floats on the surface like the Pencil Bait and attracts fish who like to eat people... honest.

• **Segata**
Float Depth – Full Range
Difficulty – Medium
Another of the super-secret lures, the Segata acts much like the Vibration Lure. Keep it off the bottom to make sure you attract fish with its rattle!

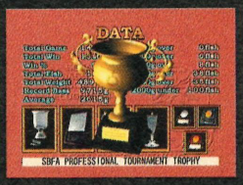
• **Sonic The Hedgehog**
Float Depth – Shallow/Middle
Difficulty – Medium
The final lure of the game, this is the best-looking one of them all! Treat the Sonic Lure like the Shallow Crank – reel it in to make it sink below the surface.

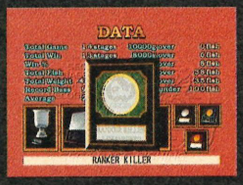
continued>

continued>

THE FISHER KING!

Although Arcade mode is fun, the best part of the game is the Consumer mode. Here, you'll get to take part in a number of fishing tournaments (alternating between two locations) and win the respect of your fellow anglers... as well as a few trophies of course! Just to help you through, we've outlined exactly what you've got to look forward to as you earn those precious Tournament Passports!





SBFA Amateur Tournament Series (Five Rounds)

The Amateur Tournament is the first one you'll get to enter and naturally it's nice way to ease yourself into fishing in the big leagues. You'll still have your work cut out to win though – with no restrictions on the weight or amount of fish you're allowed to catch, keeping up with the leaders can prove tough!

Rules – None at all! Basically, anything goes. Catch as many fish as you can in the allotted time limit. Big fish, small fish; it doesn't really matter but make sure you keep pulling them in at a constant rate so that you've got enough weight to keep up with the leaders of the pack!

Tactics – Lodge (Three Stages)
This good place to start practising your technique. Using the Pencil Bait in the morning is a good strategy, moving to the Straight Worm in the afternoon, that is if you have managed to acquire it by then. The fish in this area generally gather in a big group – once you've found them, keep fishing like mad!

Tactics – Bridge (Two Stages)
In the early morning, try around the base of the left-hand pillar to find the big bass that lurk there. Using a lure that sinks quickly (like the Buzz Bait if you've got it) will yield the best results. As the day goes on, move your casting towards the bank (especially if it rains).

SBFA Challenge Tournament Series (Two Stages)

This is probably the toughest tournament to win because there are only two stages – you'll have to be in the lead at the end of the first stage if you want any chance of winning. Try to score as many fish as possible, but make sure they're over the required weight limit!

Rules – Again, all fish caught will be added to your cumulative total at the end of the day. However, there's now a weight limit on the fish you catch – if they weigh less than 1000g, you'll have to throw them back. This can put a severe dent in your overall total if you snag nothing but small bass!

Tactics – Bridge
Unless you do well here, you'll never win this tournament! Whip out the Buzz Bait and check the base of the pillars to get yourself some nice fish early on. You'll want to be pulling in one fish every half an hour (that's 30 seconds in real time), otherwise you'll never have enough to get high up in the rankings.

Tactics – Lodge
Again, quick fishing is the order of the day here. Most of the time, the fish congregate on the left side of the piers in the morning and then move right as the time ticks on. Use the Grub to get under the piers and pull in those whoppers that are hiding – you will need them in order to reach that top weight!

SBFA Professional Tournament Series (Five Stages)

Now the game picks up the pace – once you've earned your Professional Passport, you'll have access to the high-ranking tournaments. Even though they're more prestigious, that doesn't make them tougher; in fact, things just get easier from here on in!

Rules – The weight limit of 1000g still applies here, although now it's a bit easier to catch the best total. Your cumulative total now only consists of your best five fish – this means that as long as you reel in a few top bass over the course of the day, you'll win this tournament with ease. The top anglers usually score a total of around 15-17,000g so make this your target to beat!

Tactics – Bridge (Three Stages)
Because you're limited to your top five fish, the weight limit actually goes up once you've caught five – if you catch anything that doesn't beat your fifth best bass, it has to go back. This makes cleaning up in this tournament really easy; play your cards right and you'll get the Perfect Tournamenter here too!

Tactics – Lodge (Two Stages)
You'll storm ahead of the leading pack if you can do well here. Pace yourself and realise that you've got three rounds (Morning, Noon and Evening) to catch just five fish; it's easy! Use the Pencil Bait and change the colour to make it more attractive, then tempt the really big fish up from the depths.

SBFA Masters Classic Tournament Series (Two Stages)

The ultimate fishing tournament – only the creme de la creme of fishermen need apply. This final tournament is quite tough simply because of the weight restriction but if you use all your fishing skills, you can do it!

Rules – Much like the previous Professional Tournament, there's a weight limit on the bass you catch... only now it's 1500g! Anything smaller than that (Small or lighter Medium ones) must be thrown back. The final result is based on the combined weight of your best seven fish, caught over the three rounds. The leaders generally catch a combined weight of 21-23,000g so as long as you get a few really massive fish, you'll be fine.

Tactics – Lodge
It can be tough to pass the weight limit here as there are lots of smaller fish. However if you use a sinking lure like the Grub, you should be able to tempt the big bass out of hiding. Check in the corners under the piers and amongst the reeds on the right – you should find at least a couple of whoppers there.

Tactics – Bridge
Aim to catch a really big one here to push your weight beyond the reach of the other anglers. You should be in front as you enter this stage anyway so keeping ahead is just a case of pulling in the big fish and letting the small ones just swim on by.

BONUS TROPHIES!

Ranker Killer

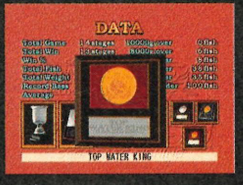
If you can notch up a massive fish (the biggest one we caught was over 9000g!), then you will be granted the Ranker Killer trophy. You'll probably get this after the Professional Tournament (during the Bridge stage).

Perfect Tournamenter

If you can't work out how to get this one, there's clearly something wrong with you! You'll win the Perfect Tournamenter trophy by coming first in every round of ANY tournament series. It's easiest to get this during the Masters Classic.

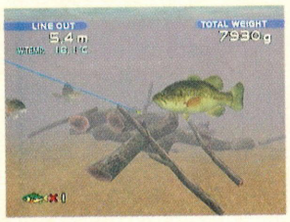
Top Water King

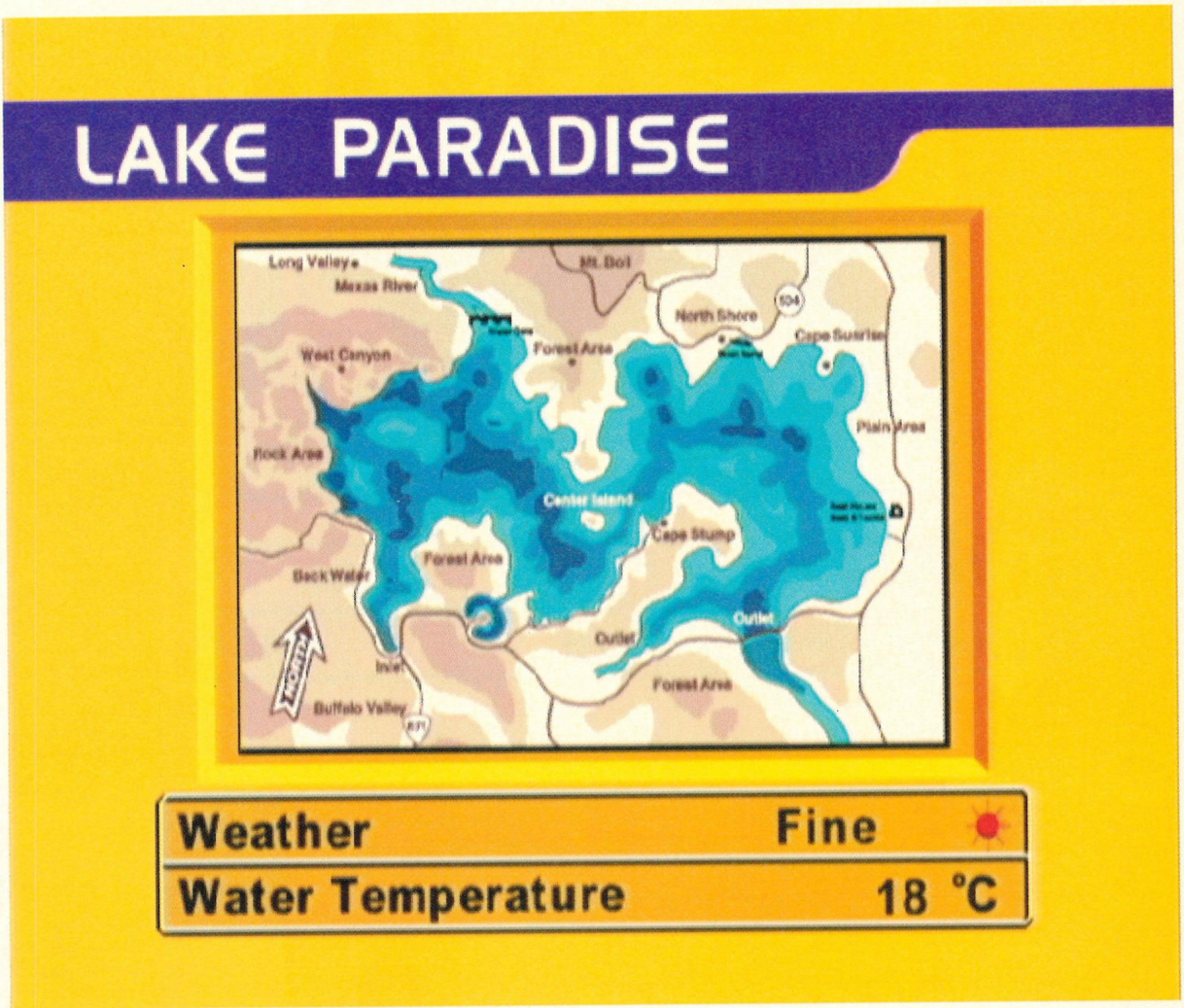
Catching over a certain combined weight of fish in one tournament will get you the Top Water King trophy. This one is quite tough – you'll most likely win it at the same time as the Ranker Killer trophy, but don't count on it!



Messing About On The River

There's a wide variety of locations on offer to the keen angler – if you manage to battle your way through the Arcade and Consumer Modes, you'll have access to even more! Come with us on a tour of the lakes...





Lake Paradise

If you're looking for beautiful settings and calm waters in which to cast your line, this is the place to be. They don't call it Lake Paradise for nothing, you know!

• Lodge

The starting point for all anglers, the Lodge is the perfect spot to hone your basic fishing skills. It offers both shallow and deep waters, has a variety of underwater obstacles and even some other creatures besides fish. Can you catch the turtle? We don't think so!

• Cape

Surrounded by large rocks with a bed covered in gravel, the Cape is ideal for anglers who like to make long casts. The wide stretch of water on offer makes finding the bigger fish something of a challenge but a skilled angler shouldn't have too much trouble!

• Inlet

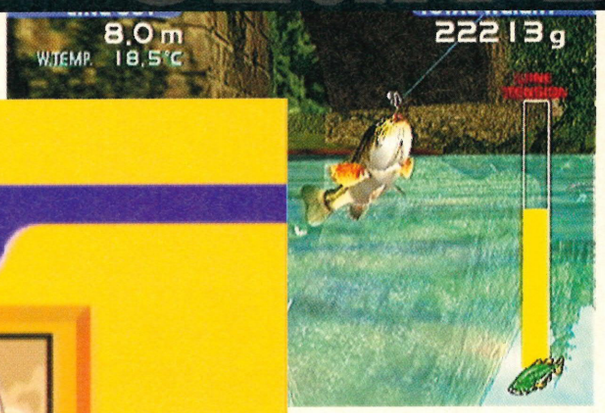
One of the better man-made fishing locations, the Inlet offers plenty of dark hiding places for the bass to hide in. Make sure you check everywhere for the biggest fish – use those mid-depth lures with precision and you'll land a whopper yet!

• Palace

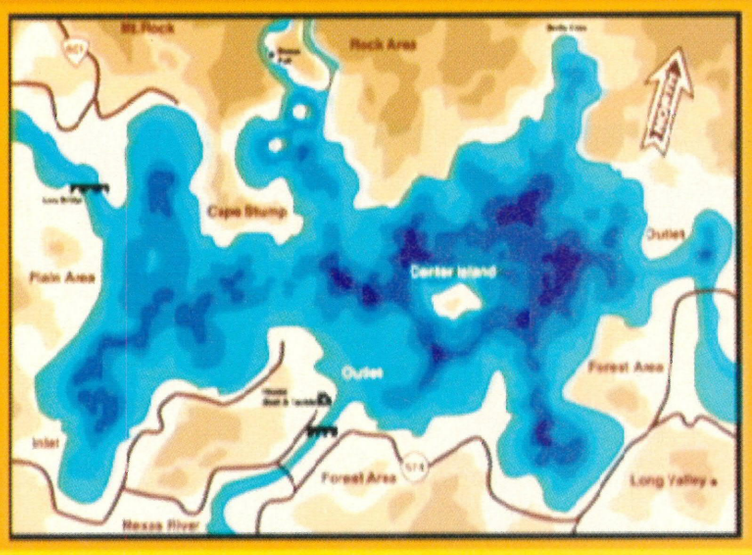
The final stage of the Arcade Mode, the Palace is also the most idyllic setting in the game. It's also a haven for the biggest fish around – virtually every fish in the area is super big! Try looking in the dark depths around the base of the castle walls and see what you can reel in...

continued >

continued>



LAKE CRYSTALDEW



Weather	Rain
Water Temperature	19 °C

Lake Crystaldew

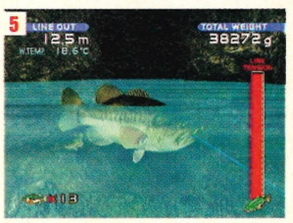
Offering a slightly more challenging fishing trip than Lake Paradise, Lake Crystaldew is for skilled anglers with some bass experience under their belt. Let's fish!

• Bridge
Anglers who prefer to try their hand at deep water fishing will find the Bridge a real delight. The water gets deeper as you move further from the bank – make sure you've got a decent sinking lure and then search the rocks on the lake bed for that ultimate bass!

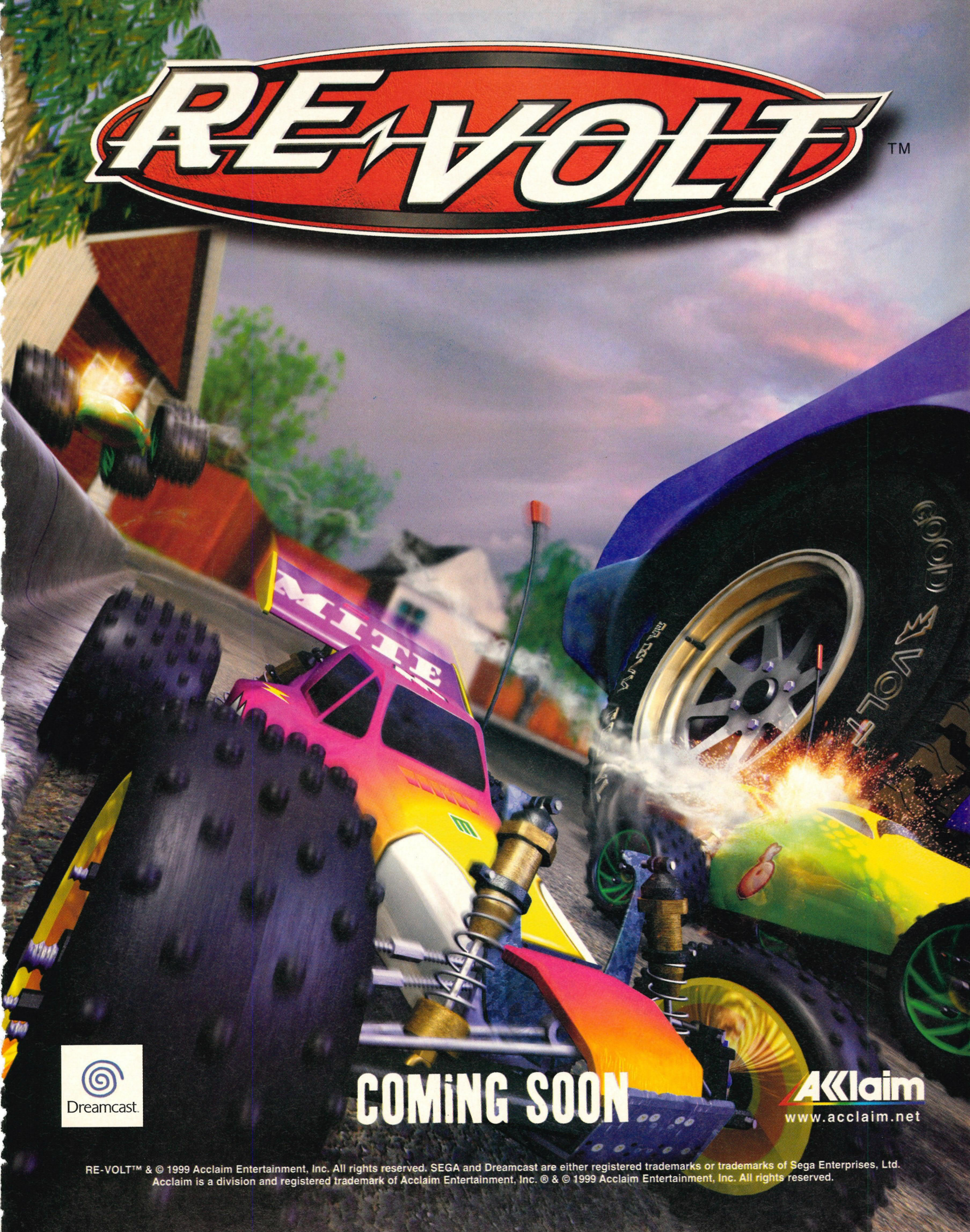
• Reed
Another location that offers a good challenge, the Reed area will have you playing the waiting game with the fish. You know they're in there somewhere – you've just got to lure them out! Try hunting among the tall reeds but be careful not to get your line snagged on them!

• Cave
The rocky clifflines of the Cave area offer both a fantastic view and a good challenge at the same time. You'll often find the larger bass lurking in the deeper pockets of water around the lake – use those sinking lures to tempt them out, then reel them in!

• Falls
Getting the fish to come out for the dark depths of the Falls area can prove to be challenge like no other! The narrow crevices around the base of the pounding waterfalls can contain all sorts of hidden wonders – a combination of mid-depth and full range lures should do the trick!



[1] Hmm, this looks like a good spot to cast the line... [2] Yes! It's gonna be a big one! [3] Just give it a good yank and pull it into the boat. [4] Another one! Am I the best angler or what? [5] These bass just keep getting bigger and bigger!



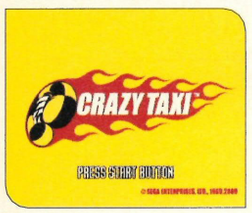
RE-VOLT™ & © 1999 Acclaim Entertainment, Inc. All rights reserved. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1999 Acclaim Entertainment, Inc. All rights reserved.

walkthrough

Crazy Taxi

Forget the road laws, they don't exist in the Crazy Taxi world – the more of a maniac you are, the better. But if you're having trouble getting the money in, here's a master-class in crazy driving...

essential information >
Dreamcast solutions
Crazy Taxi



Publisher	Sega
Developer	Sega
Origin	Japan
Price	£39.99
Genre	Driving

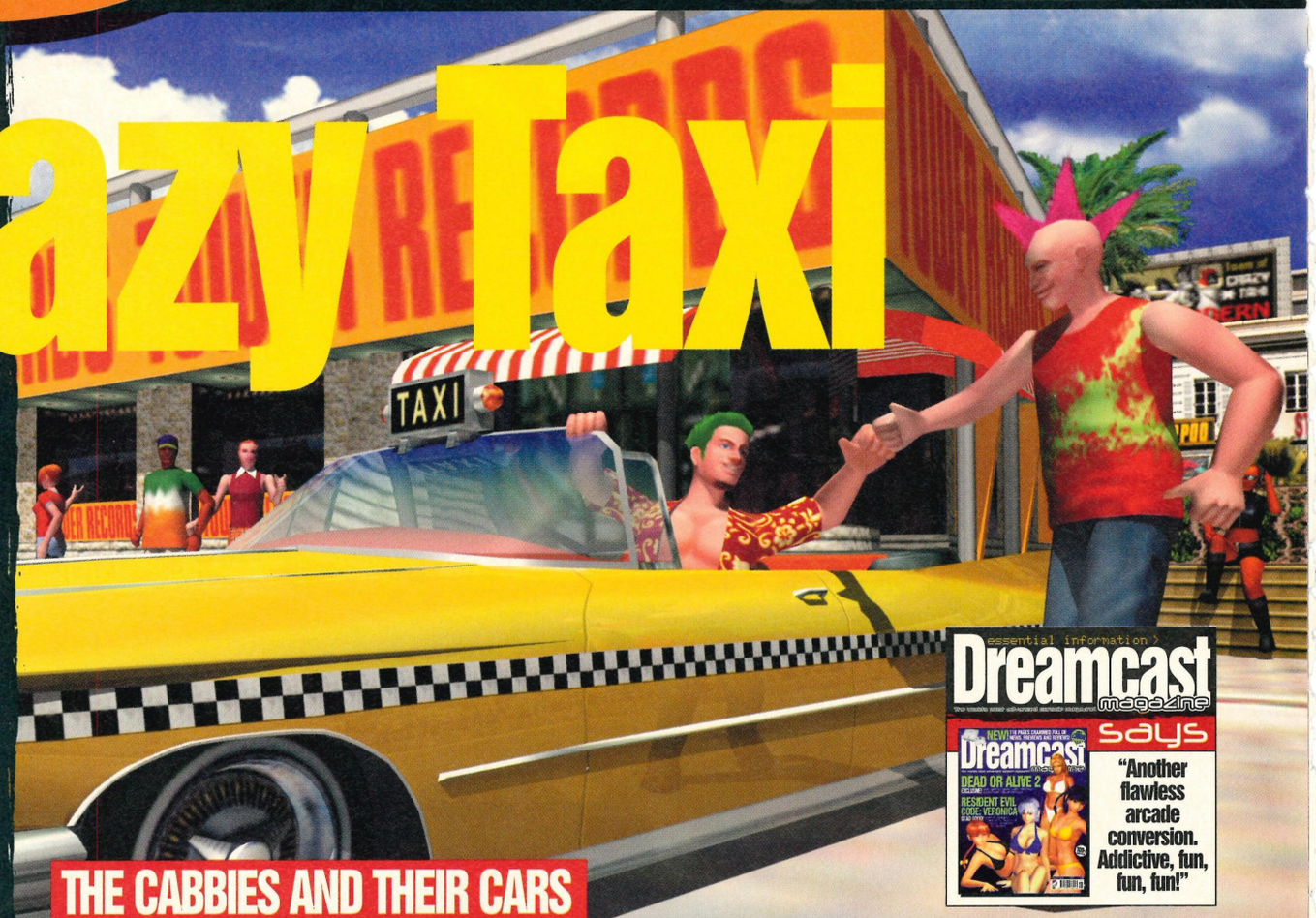
one player

race controller

vibration pack

visual memory
VM information

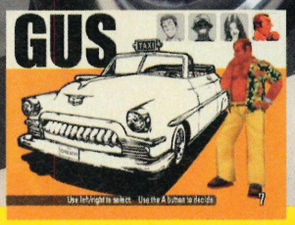
Save position	Y
Logo during play	Y
Mini-game	N



essential information >
Dreamcast magazine says

"Another flawless arcade conversion. Addictive, fun, fun, fun!"

THE CABBIES AND THEIR CARS



Gus Mancini

Age: 42
Licence Plate: ONLY777
Meaning: "Only aim for the big jackpot!"
Crazy driving began way back when Gus introduced it to the streets in his wild and uncontrollable youth, and he's still doing it at the ripe old age of 42. He's arguably the coolest of the lot – when not speeding around town, Gus likes a game of cards with his all-night card group and this is how he supplements his income.
Attributes: Gus's cab is pretty nifty when it finally gets going and has good tyres, making it quick across the grass shortcuts unlike the others. However, his brakes are the worst of the four.

Axel McDermott

Age: 21
Licence Plate: 1NOM1555
Meaning: "I don't make mistakes"
Axel's a bit of a wild child when it comes to taxiing around, and has only taken up the profession as he deems it as the ultimate 'cool' career. If the truth be told, he's only really in the job so that he can pick up women (in more ways than one), as he'd much rather be jamming with his punk band. For Axel, driving crazy is just another day on the job.
Attributes: Axel's car is the archetypal New York yellow cab, and is a fairly good all-rounder, so it's the perfect choice for any newcomers to the game.

Gena Turner

Age: 23
Licence Plate: 5EXY515
Meaning: "Sexy Sister!"
Some say that women can't drive, but that wouldn't be fair on the cool and sexy Gena who likes nothing more than racing around all day. She's a bit of an animal when it comes to speed, with her foot seemingly forever on the accelerator and her customer's safety the least of her worries. When not driving, she can normally be found polishing her car up, giving it much love and care, such is her devotion to it.
Attributes: Gena's taxi has good brakes and acceleration but her top speed is the worst of the four and so isn't good for long journeys.

B.D.Joe

Age: 25
Licence Plate: 2HOP260
Meaning: "Let's get wild and crazy"
B.D.Joe is the perfect cabby as he loves nothing more than 'simply making people happy' by making sure that his customers get to their destination with a smile on their face. In his spare time he takes time out on the streets as a street performer, making music with a few cans, dustbin lids and drumsticks and entertaining the folk.
Attributes: B.D.Joe also has the fastest taxi in the game but that does have its disadvantages. His taxi is prone to a bit of wheel spin and doesn't have the best grip, making it quite tricky to drive.

Driving Skills

Crazy Dash

If you release the accelerator and then press it again simultaneously with the 'B' button (Drive) your taxi will enjoy a sudden burst of extra speed. The Crazy Dash is best used after you have dropped off a customer as it will get you going again quickly. It's also good to use when there is an open piece of road to help you get to your destination faster.

Crazy Drift

Whilst driving, put the taxi into reverse before putting it back into Drive and turn sharply to perform a Crazy Drift, otherwise known as a hand-brake turn. This is useful for turning sharp corners without losing time.

Crazy Stop

To save time when dropping a customer off, if you put the taxi into reverse just as you reach the drop-off area, as well as braking, you will come to more of an abrupt stop, therefore saving time.

Drift Stop

The Drift Stop combines the Crazy Drift with the Crazy Stop as you skid to halt. It's a difficult skill to master but it is an essential one if you're to succeed.

Crazy Thru

A Crazy Thru is when you drive in the gaps between cars. You get tipped depending on how fast you're going and what side of the road you're driving. You will get either $0.25 or $0.50 for passing cars going in the same direction, depending on how fast you are going, and $0.50 or $0.75 driving against the traffic. Combos only last as long as you don't crash into other vehicles.

Limiter Cut

The Limiter Cut is probably the hardest manoeuvre to pull off. First perform a Crazy Dash, then let off the accelerator before quickly putting it into Reverse and then Drive again. Slam the accelerator down again and you should perform a Limiter Cut, allowing a prolonged period of speed providing you don't crash.

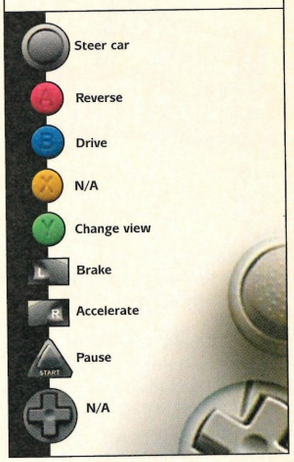
Colour Rings

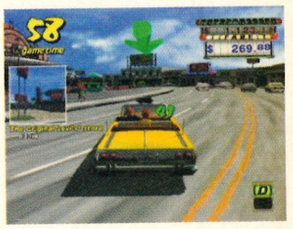
In the game you will see various people standing in different coloured rings waiting to be picked up. There is a reason for this as each different colour denotes a different distance to be travelled and higher fares mean more money for you. Here's what they mean:

Green – The furthest distance and highest fare is gained by taking Green customers.
Light Green – Another long journey with a hefty fare.
Yellow – A standard length journey and fare.
Orange – A medium sized journey and fare.
Red – The shortest distance and smallest fare, but you can collect lots of them to build up the money.

CONTROLS

Become a crazy driver with these controls...





HOW TO MAKE BIG BUCKS

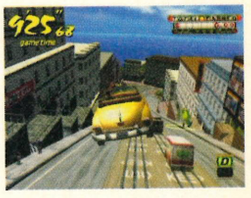
There are a number of ways to make extra money on top of the standard fare that you will be paid for picking up a customer and delivering them to their destination. So if you want to be king of the crazy cabbies with the biggest payroll, here's how to get the extra bucks rolling in:

1. If you pick up customers in the Green rings, they will pay you more money as they need to be taken further and this is more profitable than picking up a greater number of customers from the red rings.
2. You will earn extra tips from your passengers by driving like a reckless hooligan. You will get more money for performing Crazy Thrus (driving though the gaps between other vehicles without hitting them) and Crazy Drifts (skids), as well as going for Crazy Jumps over set ramps and doing other reckless driving acts. The more audacious the trick is, the more money you will get, ranging from $0.25 to $0.75. If you perform a combo (that is. performing more than one Crazy Thru on the trot) you will build up greater tips. You can get extra tips when you drop a customer off by performing a Drift Stop.
3. Combos start at the beginning of a ride and will continue as long as you don't crash. If you don't crash, you can amass a mammoth amount of tips, getting well into hundreds of dollars. A good place to pick up tips like this is on the road alongside the cable cars, and in the highway linking the baseball stadium to the city area.
4. You will get tipped by your passenger if you deliver them to their destination faster than they would expect (Speedy) and you'll also get a time bonus.

DRIVING TIPS AND HINTS

1. At the start, hit reverse instead of heading for the Orange customers and you will pick up a Yellow-ringed customer.
2. The green arrow does not always point in the quickest direction to your destination, so you must find the many shortcuts in the game. For example, if you are trying to get to the KFC from the Levi's Store, instead of following the road through a chicane you can go through the multi-story car park and cut it out. Likewise, you can take shortcuts across all the parks and grass areas to get to destinations that little bit quicker.
3. If you press the 'X' button while driving along, the destination and distance that you have left will appear on the screen.
4. To save time, make sure you stop close to your customers as it means that they will get into your taxi quicker, thereby allowing you to set off quicker too.

5. Try to avoid head-on collisions as they slow you down more than anything else in the game.
6. Beware of those customers who change their colour as you could end up going somewhere where you don't want to go, like back to where you've just come from. These chameleons can be seen at the KFC, in the commercial district and at the RB Station and Baseball Stadium.



continued>

continued

GETTING YOUR LICENCE

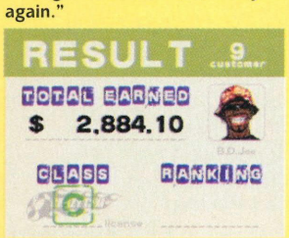
At the end of your go you will be awarded a licence depending on how much money you managed to earn in your run, including all tips and fares. Here's the rating list and accompanying comments.

$0.00 – No Licence
"Whoa! A No licence! All you have to do is pick someone up... you'd better try again!"

$0.01 – $999.99 – E
"A class E licence. I can't believe it. Was that your best? I don't think so."

$1000 – $1999.99 – D
"A class D licence. I can't believe it. Was that your best? I don't think so."

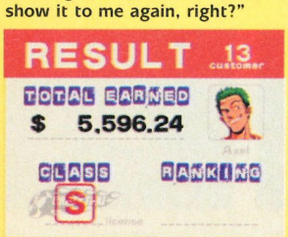
$2000 – $2999.99 – C
"A class C licence. You don't belong there. You'd better try again."



$3000 – $3999.99 – B
"A class B licence. Decided to play it safe, huh? Come back next time and show me your best."

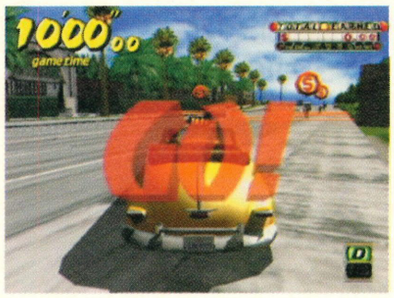
$4000 – $4999.99 – A
"A class A licence. You did pretty good, but there's one more step up to the top. Think you can get there?"

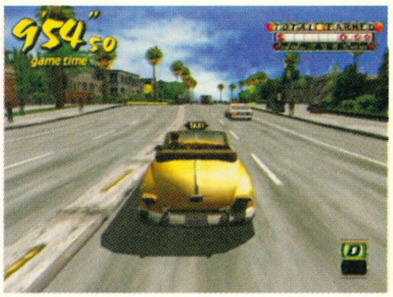
$5000 – $9999.99 – S
"That was amazing driving. You're gonna come back and show it to me again, right?"

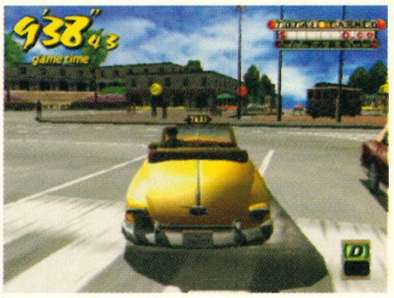


$10,000 – $19,999.99 – AWE-SOME
"That was amazing driving. You're gonna come back and show it to me again, right?"

$20,000 – Craaazy Taxi!!
"That was amazing driving. You're gonna come back and show it to me again, right?"







Arcade Mode Guide

In this part of the guide we're going to show you how to get around the *Crazy Taxi* city, telling you which people want to go where from which points and how to get to their destination in the craziest and quickest manner possible. What you must remember is that the entire route is one big circle and if you are quick enough and, more pertinently, pick up the right customers, you will come around to the start once again. However, to do this within the constraints of the Arcade mode is pretty difficult, so it is something that you might like to do in the ten minute challenge.

University of SCGP
You start the game at the university and you will see a number of different coloured customers in front of you. Here's where they want to go.
Orange – Customers want to go to the Cable Car Stop at the top of the hill.
Yellow – Customers want to go to the Cable Car Stop at the bottom of the hill or the Seaside Market.
Green – Customers want to be taken to the West Side Beach.

Cable Car Stop (TOP)
Orange – Customers want to go to the Cable Car Stop at the bottom of the hill.
Yellow – Customers want to go either to the West Side Beach or the Seaside Market.
Light Green – The women in the light green ring wants to be taken over to the Yacht Harbour

In Between Cable Car Stops
Green – There are two customers in-between the two stops, one of whom (the female) wants to go to the Pizza Hut and one (the male) who wants to go to the Original Levi's Store

Sail Street
(to the right of the main road)
Red – Customer wants to be taken to Freshtree Street.
Green – There are two or three customers on the hill of Sail Street who want to go either to Popcorn Mania, KFC or Tower Records.

Freshtree Street
(to the left of the main road)
Red – Customer wants to go to Sail Street.
Green – As on Sail Street, there are two or three customers who want to go to either Popcorn Mania, KFC, FILA or Tower Records.

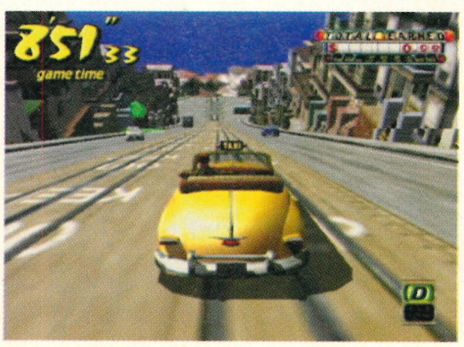
Cable Car Stop (BOTTOM)
Orange – Customers want to go to the Yacht Harbour.
Yellow – Customers wants to go to Pizza Hut.
Light Green – Customers wants to go to Pizza Hut.

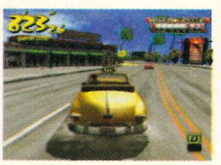
Seaside Market
Red – Customers want to go to the Yacht Harbour.
Yellow – Customers want to go to Pizza Hut.
Light Green – Customer wants to go to Popcorn Mania.

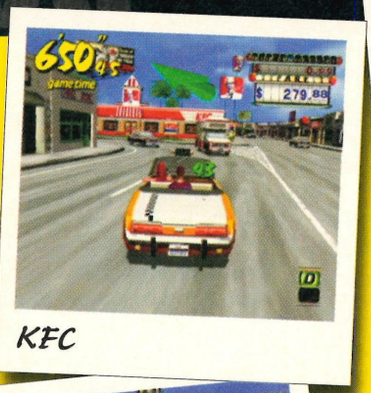
West Side Beach
Orange – Customers wants to go to the Yacht Harbour.
Yellow – Customers want to go to Pizza, FILA, Original Levi's Store, KFC, Popcorn Mania or Tower Records.

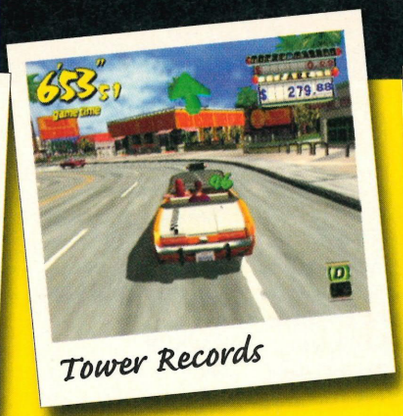
Yacht Harbour
Red – Customers want to the Pizza Hut or Cafeteria.
Yellow – Customers wants to go to the Original Levi's Store.

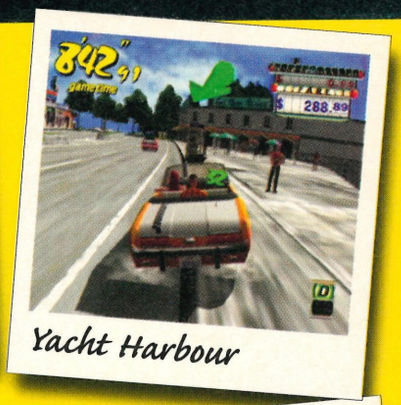
Cafeteria
Orange – Customers want to go to the Original Levi's store.

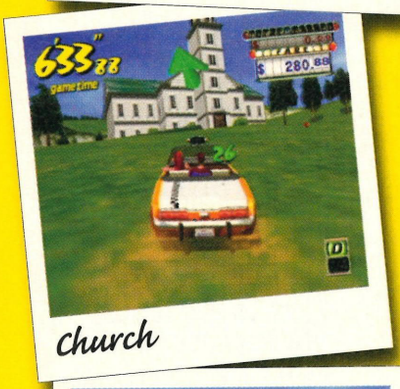


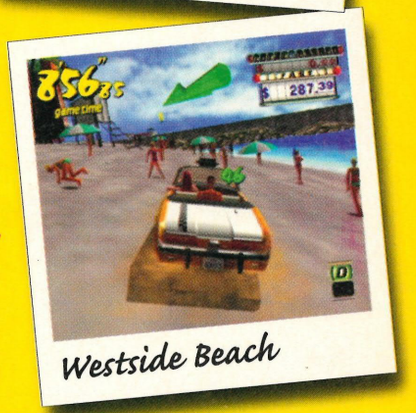


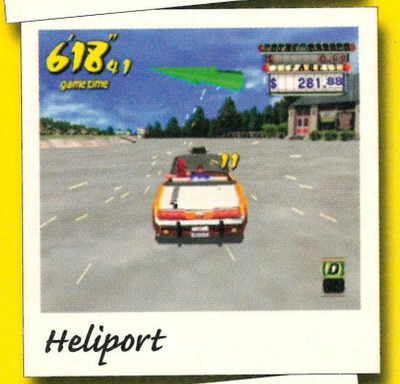


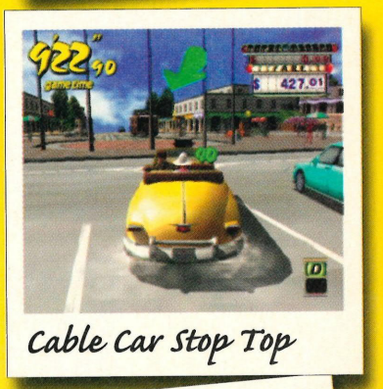


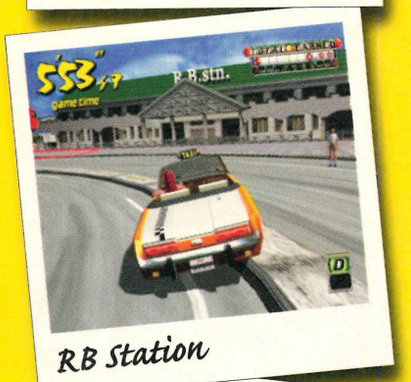


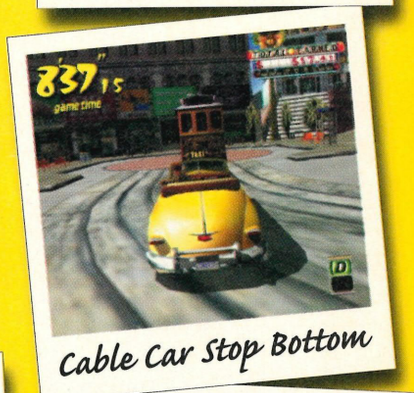


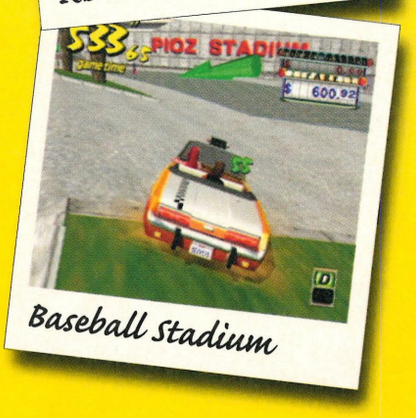


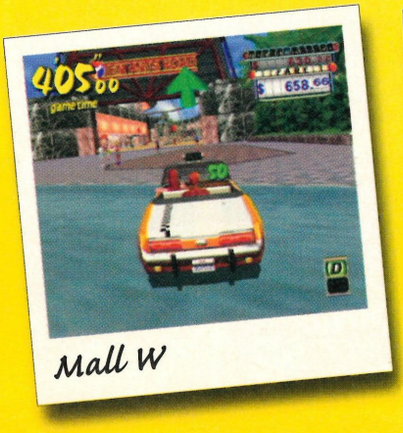


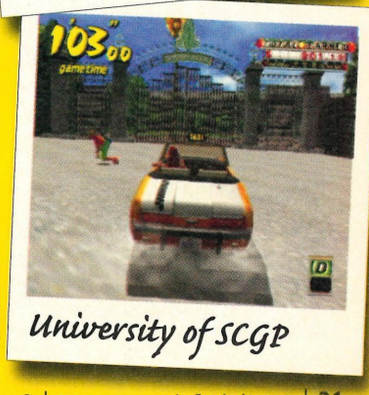






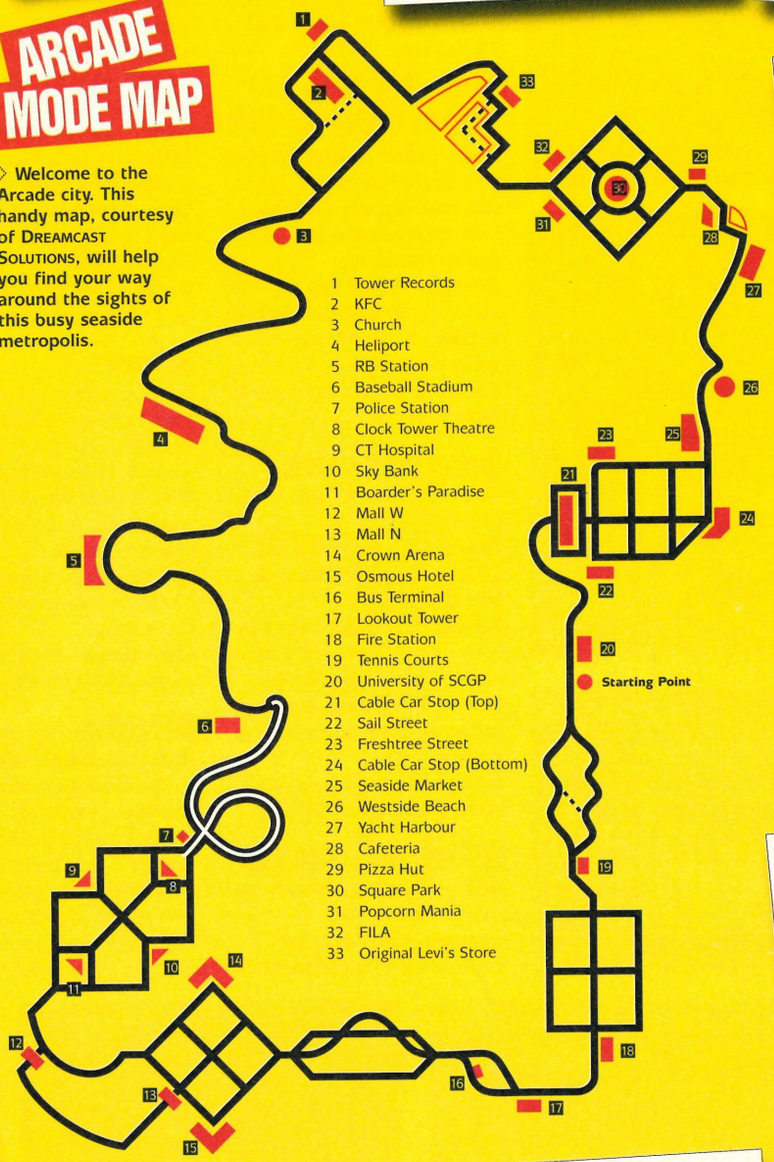






ARCADE MODE MAP

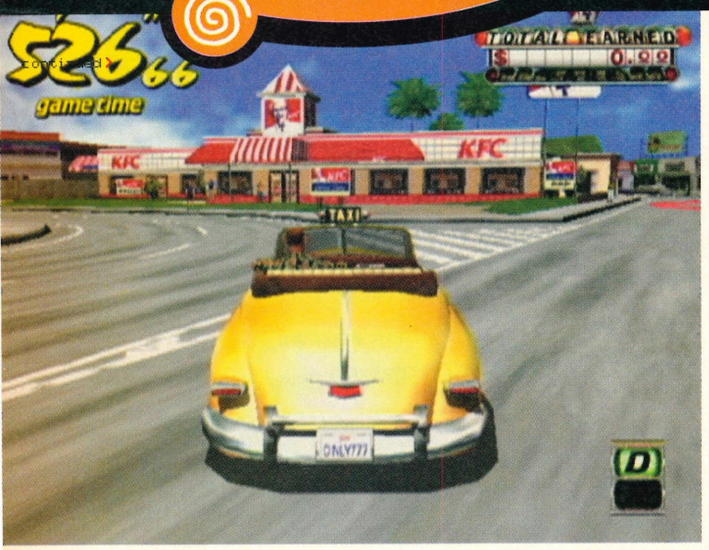
> Welcome to the Arcade city. This handy map, courtesy of Dreamcast Solutions, will help you find your way around the sights of this busy seaside metropolis.



1 Tower Records
2 KFC
3 Church
4 Heliport
5 RB Station
6 Baseball Stadium
7 Police Station
8 Clock Tower Theatre
9 CT Hospital
10 Sky Bank
11 Boarder's Paradise
12 Mall W
13 Mall N
14 Crown Arena
15 Osmous Hotel
16 Bus Terminal
17 Lookout Tower
18 Fire Station
19 Tennis Courts
20 University of SCGP
21 Cable Car Stop (Top)
22 Sail Street
23 Freshtree Street
24 Cable Car Stop (Bottom)
25 Seaside Market
26 Westside Beach
27 Yacht Harbour
28 Cafeteria
29 Pizza Hut
30 Square Park
31 Popcorn Mania
32 FILA
33 Original Levi's Store

Starting Point

walkthrough

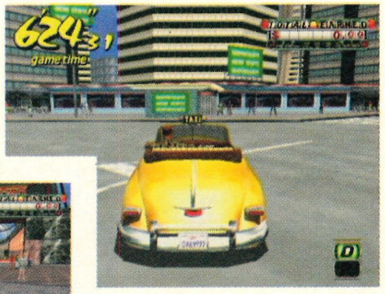


Pizza Hut

Red – Customers want to go to either Square Park, Popcorn Mania or FILA.
Orange – Customers want to go to the Original Levi's store.
Yellow – Customers want to go to either KFC or Tower Records. The priest will want to go to the Church.
Green – Customers want to go to either the Heliport or RB Station.

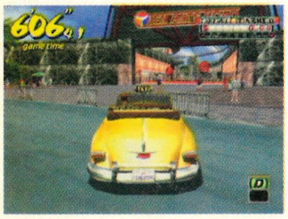
Square Park inc. Popcorn Mania and FILA

Red – Customers will want to be taken to one of the other two locations around Square Park, depending which one you're already at.
Orange – Customers want to go to the Original Levi's store.
Yellow – Customers want to go to either KFC or Tower Records and even back to the Yacht Harbour.



Original Levi's Store

Red – Customers want to go to the KFC.
Orange – Customers want to go back to the Square Park area and shops.
Yellow – Customers want to go to the Heliport and the priest wants to go to the Church. One yellow customer will want to be taken back to the Cafeteria.
Green – Customers want to go to the Baseball Stadium.

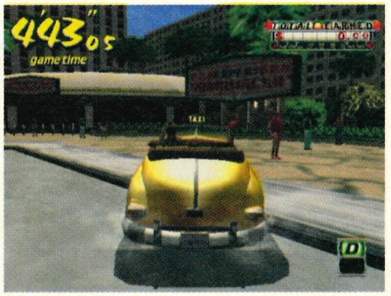


KFC and Tower Records

Red – The priest wants to go to the Church.
Orange – Customers will either want to go to the Heliport or go back to Square Park and the shops there.
Yellow – Customers want to go to the RB Station.
Green – Customers want to go to the Baseball Stadium.

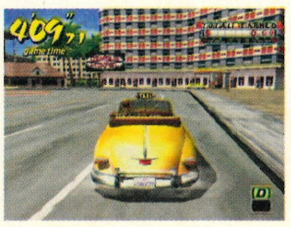
Church

Red – Customers want to go back to Tower Records and KFC, though some might want to go to the Heliport.
Orange – Customers want to go back to Tower Records and KFC, though some might want to go to the RB Station
Yellow – Customers want to go to the Baseball Stadium.
Light Green – Customers want to be taken to the Baseball Stadium.
Green – Customer wants to go to the Police Station.



Heliport

Red – Customers want to go back to Tower Record and KFC.
Orange – Customers want to go back to Tower Record and KFC, though some of them might want to go to the RB Station instead.
Yellow – Customers want to be taken back to the Original Levi's store.
Light Green – Customer wants to go back to the FILA store.



RB Station

Red – Customers want to go to the Baseball Stadium.
Orange – Customers want to go back to the Heliport.
Yellow – Customers want to go to the Police Station or to KFC and Tower Records.
Light Green – Customers want to go back to KFC and even as far as Square Park.
Green – Customers want to be taken downtown, including the Police Station and the Hospital.

Baseball Stadium

Red – Customers want to go to the RB Station.
Yellow – Customers want to go back to the Heliport.
Light Green – Customers want to be taken to either the Police Station or Clock Towers Theatre.
Green – Customers want to go to either the Sky Bank, Boarder's Paradise or the CT Hospital.

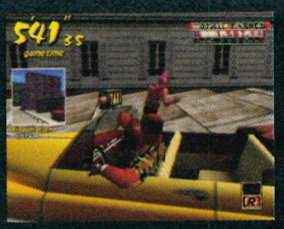
Commercial District inc. Sky Bank, CT Hospital, Clock Towers Theatre and Boarder's Paradise

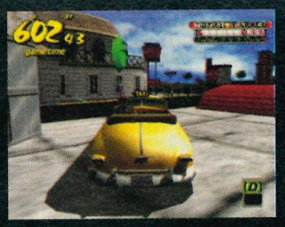
Red – Customers want to go to other destinations within the commercial district, although one or two want to go to the West Gate of the Mall.
Orange – Customers want to be taken to the North Gate of the Mall.
Yellow – Customers want to go to the Crown Arena and the Osmous Hotel.
Light Green – Customers want to go to either the Lookout Towers or the Bus Terminal.
Green – Customers will either want to go all the way back to the Baseball Stadium and RB Station or the Lookout Tower.

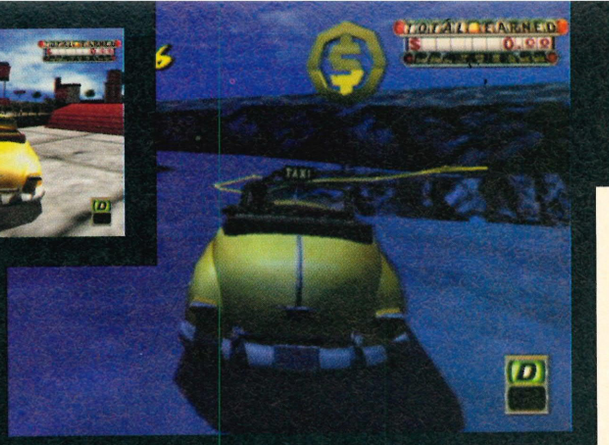
Police Station

Red – Customers want to go to either Boarder's Paradise,

Hidden Customers







In the sea – There are a number of customers waiting to be picked up from deep out in the sea wanting to go to different places.

In the car park – There is a green passenger on the roof of the car park near to the Square Park who is waiting to be taken all the way to the police station.

On a roof – There is one customer hidden on a roof top in the Commercial district of the city which you must get to by going up the ramp. The customer will want to go all the way to the Fire Station.

Down a side street – There is a hidden Green customer who wants to go to the tennis courts in between some buildings in the Crown area.

the CT Hospital, the Sky Bank or the Clock Towers Theatre.

Mall Area

Red – Customers at the West Gate want to go to the North Gate, Osmous Hotel or Crown Arena, while those at the North Gate want to go to the West Gate and the other two.

Orange – Customers at the North Gate want to go to the Bus Terminal while those at the West Gate want to go to the Clock Towers Theatre.

Light Green – Customers want to go to the Lookout Tower.

Business District inc. Osmous Hotel and Crown Arena

Red – Customers want to go back to the mall and those at the Osmous Hotel want to go to the Crown Arena and vice-versa.

Orange – Customers want to go back to the commercial district although some of them do want to go to the Bus Terminal.

Yellow – Customers either want to go back to the commercial district and even as far as the Police Station, or they want to be taken to the Lookout Tower and the Fire Station.

Light Green – Customers will want to be taken to the Fire Station.

Bus Terminal

Red – Customers want to go to the Lookout Tower.

Orange – Customers want to go back to the business district although some want to head towards the university.

Yellow – Like the Orange customers, Yellow customers want to go back to the business district, although some want to head towards the University.

Light Green – Customers want to go all the way back to the Mall area.

Lookout Tower

Red – Customers want to go to either the Fire Station or back to the Bus Terminal.

Yellow – Customers will either take you to the Tennis Courts or back to the Business district.

Light Green – Customers want to go all the way back to the Mall area.

Fire Station

Red – Customers want to go back to the Lookout Tower.

Orange – Customers want to go to the Tennis Courts or back to the Bus Terminal.

Light Green – Customers want to either go to the University or back to the Mall.

Roads In Between Fire Station and Tennis Courts

Reds – Customers want to go back to the Lookout Tower.

Orange – Customers want to go back to the Bus Terminal.

Yellow – Customers want to be taken back to the Business district.

Light Green – Customers want to go to the University and some will even want to go to the Cable Car Stop (TOP) or Sail Street. However, some (those on the grass near the Fire Station) might want to go all the way back to the Commercial district.

Green – Customer will want to go right back to the Osmous Hotel.

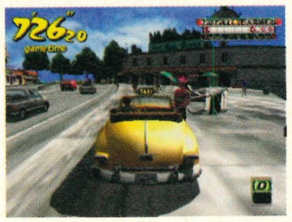
Tennis Court

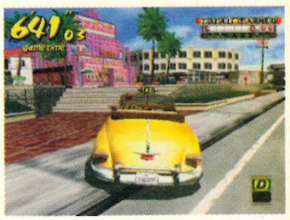
Orange – Customers want to go right into the University, although some want to go back to the Fire Station.

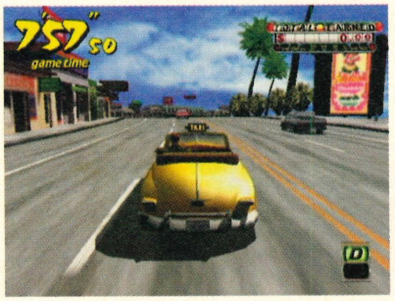
Yellow – Customers want to go back to the Lookout Tower.

Light Green – Customers take you to the Bus Terminal.

And there you have it – right back where you started so that you can go round town all over again. Oh the joy!





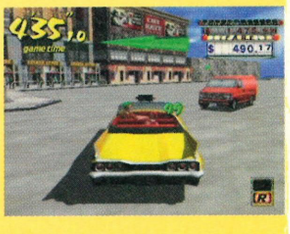


continued >

Original Mode Guide

The Dreamcast version of *Crazy Taxi* has one distinct advantage over its arcade counterpart in that it has not one city but two. The second of these cities is gigantic and is really easy to get lost in, but hopefully with the help of this guide you'll be able to find your way around a little bit easier.

One thing to remember with regards to the layout of this city is that it circles around a massive hill, and in this respect it isn't always best to directly follow the arrow as it might get you completely lost since the roads don't always take the direct route to your favoured destination. However, there are a number of shortcuts throughout the city through subways and train tunnels. Otherwise, all the rules are the same as for the Arcade mode. All we can say is have fun exploring – it's gonna be one hell of a ride!



Start/ Big Hills Park

Red – Customers want to go to the Pizza Hut.
Orange – Customers want to be taken to the South Parking Station.
Yellow – Customers want to go to the Original Levi's Store.
Green – Customers want to go to the North Camp Station and Wave And Beach.

North Camp Station

Red – Customers want to go to the Smith Club.
Orange – Customers want to go to the Lighthouse and Camp-site (Subway).
Yellow – Customers want to go to the Grand Mercury Hotel, Wave And Beach or the Used Car Shop.
Green – Customers want to go to the Japanese Restaurant or the FILA store.

Landing Pier

Red – Customers want to go to the Fire Station.
Orange – Customers want to go to the Camp-site (Subway) or the Police Station.

South Parking Station

Orange – Customers want to go to the Fire Station.
Yellow – Customers want to go to the Camping Village.
Green – Customers want to go to Fishers Market, Square Bank or Tower Records.

Camp-site (subway)

Orange – Customer want to go to the Used Car Shop.
Yellow – Customers want to go to the Cafeteria or the Used Car Shop.
Light Green – Want to go to East Village Station.
Green – Customers want to go to Tower Records or the King's Park.

Tower Records

Red – Customers want to go to KFC.
Orange – Customers want to go to the Wave And Beach or the Marin Museum.
Yellow – Customers want to go to North Camp Station or the Smith Club.
Light Green – Customers want to be taken to North Camp Station.

Wave And Beach

Orange – Customers want to go to KFC.
Yellow – Customers want to be taken to the North Camp Station.
Light Green – Customers want to go to Pizza Hut.

Pizza Hut

Orange – Customers want to go to either the FILA store, Marin Museum or East Village Station.
Light Green – Customers want to go to Tower Records.
Green – Customers want to go to the Used Car Shop.

Police Station

Red – Customers want to go to the Lighthouse and Fishers Market.
Yellow – Customers want to go to the City Library.
Light Green – Customers want to go to the Japanese Restaurant.
Green – Customers want to go to the East Village Station.

East Village Station

Red – Customers want to go to the Big Hills Club.
Yellow – Customers want to go to the FILA store.
Green – Customers want to go to Tower Records.

KFC

Orange – Customers want to go to the Marin Museum.
Yellow – Customers want to go to the Fishers Market.
Green – Customers want to go to Pizza Hut.

Original Levi's Store

Yellow – Customers want to go to Tower Records.
Light Green – Customers want to be taken to the East Village Station.

Smith Club

Red – Customers want to go to the Used Car Shop.
Orange – Customers want to go to the Used Car Shop or the Landing Pier.
Yellow – Customers want to go to KFC.
Light Green – Customers want to be taken to the Marin Museum.
Green – Customers want to go to Pizza Hut.

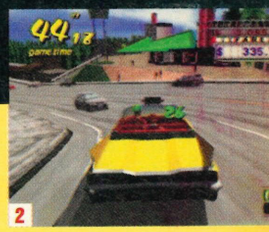
Marin Museum

Yellow – Customers want to go to the Used Car Shop.
Orange – Customers want to go to the FILA store.
Light Green – Customers want to go to the East Village Station.
Green – Customers want to go to the South Parking Station.

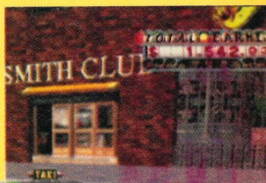
FILA

Yellow – Customers want to go to the Big Hills Park.

1



2



3

[1] Taking a short cut through the park is a common occurrence. **[2]** Just follow the arrow and you'll arrive where you want to. **[3]** The Smith Club is visited by the rich and famous. **[4]** Who's ever seen a whale on top of a building?

Light Green – Customers want to be taken to the Wave And Beach.
Green – Customers want to go to the Smith Club.

Used Car Shop

Red – Customers want to go to the Fishers Market.
Orange – Customers want to go to the Fishers Market or the Wave And Beach.
Green – Customers want to go to the Big Hills Park.

Japanese Restaurant

Red – Customers want to go to King's Park.
Yellow – Customers want to go to the Millennium Tower.
Light Green – Customers want to go to the Grand Mercury Hotel.
Green – Customers want to go to the Grand Mercury Hotel or the Camp-site Subway.

Fishers Market

Red – Customers want to go to the Lighthouse.
Orange – Customers want to go to the Smith Club.
Yellow – Customers want to go to the Wave And Beach.
Light Green – Customers want to go to Tower Records.
Green – Customers want to go to the Marin Museum.

Lighthouse

Yellow – Customers want to go to the Millennium Tower.
Light Green – Customers want to go to King's Park.
Green – Customers want to go to the Camping Village.

Cafeteria

Red – Customers want to go to the Fire Station or the Millennium Tower.
Orange – Customers want to go to the City Library.

Square Bank

Red – Customers want to go to the Cafeteria.
Orange – Customers want to go to the Police Station or King's Park.
Yellow – Customers want to go to the Fire Station.

Fire Station

Red – Customers want to go to the Japanese Restaurant.
Yellow – Customers want to go to the Grand Mercury Hotel or Big Hills Park.
Light Green – Customers want to be taken to the Fishers Market.
Green – Customers want to go to the Marin Museum.

Parthenon Museum

Orange – Customers want to go to the West Camp Station.
Light Green – Customers want to go to the King's Park.
Green – Customers want to be taken to the North Camp Station.

Grand Mercury Hotel

Orange – Customers want to be taken to the West Central Station.
Light Green – Customers want to go to the Camp-site (Subway) or the Japanese Restaurant.
Green – Customers want to go to the Parthenon Museum.

Millennium Tower

Yellow – Customers want to go to the Fire Station or City Library.
Light Green – Customers want to go to the Fire Station.

King's Park

Red – Customers want to go to the Fire Station.
Orange – Customers want to go to the Millennium Tower.
Yellow – Customers want to be taken to the South Parking Station.
Light Green – Customers want to go to the Big Hills Club or the Fishers Market.
Green – Customers want to go to the Camp-site (Subway).

City Library

Red – Customers want to go to King's Park.
Orange – Customers want to go to the Japanese Restaurant or King's Park.
Light Green – Customers want to be taken to the Camp-site (Subway).
Green – Customers want to go to the West Central Station.

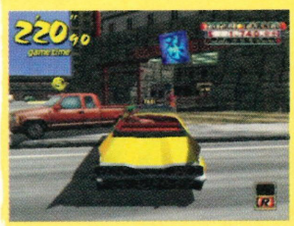
Camping Village

Red – Customers want to go to the Fishers Market.
Orange – Customers want to go to the Landing Pier.
Yellow – Customers want to go to the Wave And Beach.
Light Green – Customers want to be taken to the Millennium Tower.
Green – Customers want to go to the Japanese Restaurant.

West Central Station

Orange – Customers want to be taken to the South Parking Station.
Green – Customers want to go to the Used Car Shop.

4

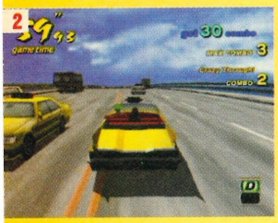


continued>

walkthrough

continued>

[1] Crazy Sliding isn't as easy as it looks. [2] Drive through the traffic to accumulate Crazy Thrus. [3] Phew! Got there just in time. [4] Pop goes the balloon.



The Crazy Box

> One of the coolest features of the game is the Crazy Box which is full of little challenges that will help perfect your driving technique for the real business of taxiing around the streets of American cities as fast as possible. Initially there are only nine challenges, but when you complete all three in a set, a fourth will appear and when you have completed the first three sets a fourth set will appear, making a total of 16 crazy challenges for you to complete. There's a special surprise at the end!

1–1 – Crazy Jump

Aim: To jump over 150 metres in your taxi

Method: To jump the distance you must use the Crazy Dash technique to get the necessary speed down the runway. About three-quarters of the way down is a good time to do it.

1–2 – Crazy Flag

Aim: To reach the flag at the other end of the beach in under 20 seconds.

Method: Another easy challenge as all you must do is turn around and speed to the flag using Crazy Dashes to boost your speed.

1–3 – Crazy Balloons

Aim: To burst 20 balloons in 40 seconds.

Method: There's no particular order in which you must burst the balloons, but if you are going to complete the task you're going to have to use Crazy Dashes to get to all the balloon in times.

1–S – Crazy Bowling

Aim: To knock down 70 pins in 30 seconds.

Method: This is one of the hardest challenges to complete as you need to knock down every single pin. It would be easy enough but you only get 30 seconds to do it, which means no turning back if you miss one. The best way to do this challenge is to combine Crazy Dashes with Crazy Drifts as otherwise you won't make it to the last set of pins in time. Just as you are about to hit a set of pins, perform a Crazy Drift so that the back end of the taxi will swipe the first pins and hopefully send the rest falling. It is no use driving into them head on as you don't have time and it is unlikely that they will go down either.

2–1 – Crazy Drifts

Aim: Amass a total of 15 combos in under 30 seconds.

Method: The secret to performing a Crazy Drift is to build up some speed, whack the taxi into reverse and then into drive again before turning sharply. If done correctly the car should go into a spin and coins will fly, signalling your success. You will need a total of 15 combos to complete the challenge, so get spinning!

2–2 – Crazy Turn

Aim: To get your passenger (a punk) to his destination at the top of the road in under 35 seconds.

Method: To get the punk to the top in time, use Crazy Dashes along the straights and when you get to the U-turns perform a Crazy Drift to get around them without having to slow down too much.

2–3 – Crazy Bound

Aim: To get your passenger to his destination in under 40 seconds without falling into the sea.

Method: Speed off the ramps at an angle so that you don't have to turn too tightly to have to get onto the next ramp. Just make sure you stop when you get to the end.

2–S – Crazy Zig-Zag

Aim: To reach your destination in under 25 seconds without falling into the water.

Method: Similar to the Crazy Turn challenge, the secret to success for this one lies with performing Crazy Drifts around the tight corners without falling into the sea and using Crazy Dashes on

awesome moment

Complete the Crazy Box and you get to race around on a taxi bike!

the straights, only this time there's no walls to hit, only water to fall into.

3–1 – Crazy Proposal

Aim: Get five lovesick men to their respective girlfriends within 70 seconds.
Method: Pick up each flower-bearing man in the middle and speed them to their correct girlfriend as signalled by the green arrow. When you drop them off perform a Crazy Drift so that you are facing in the right direction to go and pick up the next man, as otherwise you will run out of time.

3–2 – Crazy Jam

Aim: To get three different passengers to three different destinations within 45 seconds.
Method: When you come to drop the first and second passengers off, make sure that the next passenger is near enough to jump straight in and then make sure that you use Crazy Dashes to get through the traffic to drop the final passenger off in time.

3–3 – Crazy Pole

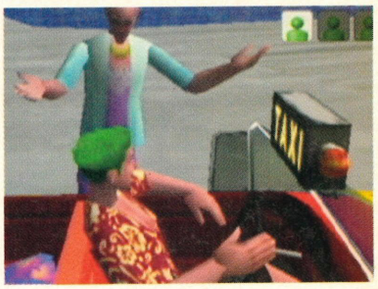
Aim: To get eight customers to their destinations within 70 seconds.
Method: You start with the eight passengers already in the car and each drop-off point for the customers is by a lamp post, so use these to stop abruptly rather than taking time out by braking in a more conventional manner. Then use Crazy Dashes to cover the distance in time.

3–S – Crazy Zig-Zag 2

Aim: Drop your seven passengers (all grannies) at their respective destinations within 40 seconds.
Method: This challenge uses the same road as used in 2–S, surrounded by water, only this time you have to stop at each bend to drop a passenger off. The ability to perform a Drift Stop and Crazy Dash is essential for this challenge, otherwise you will find yourself sinking down into the water or running out of time.

S–1 – Crazy Thru

Aim: To accumulate 30 Crazy Thrus within 75 seconds.
Method: A Crazy Thru is when you pass dangerously through the gap between two vehicles on the highway. To complete this challenge you must perform 30 consecutive Crazy Thrus. However, you cannot crash, or even bump another car or lorry during this because if you do, you will have to start accumulating the Crazy Thrus again. Considering you only have 75 seconds to do this, you don't want to run out of time. The best way to do it is to try and stay in the very middle of the road between the two lanes.



S–2 – Crazy Parking

Aim: Take your passenger to his destination at the top of the multi-story car park within 30 seconds.
Method: This is a fairly simple task, but it is easy to get lost on your way to the top. The secret to success for this task is not to follow the arrow, as it will take you in the wrong direction, away from the ramps up to the next level.

S–3 – Crazy Party

Aim: To collect the seven friends from their respective hiding places and take them to their party destination, all within 1 minute 40 seconds.
Method: There are real time constraints on this challenge as the seven friends are spread quite far apart so you'll need all your skills to complete it. At the start, turn right and head for the boxes where the first member of the gang is hiding.

Then turn around and head up the mountainside road where your second passenger awaits. Pick him up and then fall off the edge and head for the phone boxes where number three awaits. Then drive up the spiral where number four is waiting to be collected before falling off the edge and going to the parking lot where number five is waiting. From here you will have enough of a run to go over the ramp and land on the next level where numbers six and seven lie in wait. With all passengers collected, speed towards the fence and drive along the road taking care not to fall off the edge before slamming on the brakes at the party point. Mission completed.

S–S – Crazy Attack

Aim: To get around the entire Arcade course within 3 minutes flat.
Guide: Not a lot we can say about this one, except tackle it if you dare. Basically you have to bomb around the course as quickly as you can, using all the skills that you've learnt thus far on your journey of crazy driving. Make sure that you use all the shortcuts that you've found, otherwise you'll find yourself some way short of the finishing line. Complete this and you get a special new vehicle to use – a taxi bike that goes like the wind!

Dreamcast magazine
The world's most advanced console magazine!

OUT NOW!
ONLY £2.99
FOR ALL THE LATEST NEWS, PREVIEWS AND REVIEWS!
SIX BILLION PLAYERS – ONE MAGAZINE!
Dreamcast Magazine is available from all good newsagents, please ask for your copy now

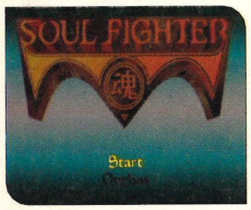
walkthrough

Soul Fighter

Having trouble perfecting your sword skills? Can't get the hang of the magic staff? Can't beat the enemy? Have no fear – with this exclusive guide to Soul Fighter we'll turn you into master-class swordsmen in no time!

essential information > Dreamcast Solutions

Soul Fighter



Publisher	Piggyback Interactive
Developer	TOKA
Origin	France
Price	£39.99
Genre	Adventure

one player

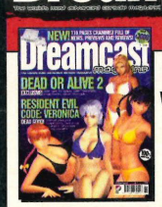
vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

essential information > Dreamcast magazine says



"Provides a welcome relief from arena fighting games."

>All was well in the kingdom of Gomar, the land of King Valmek, until one day the king's son Sedan was found dead at the bottom of a cliff during a hunting trip – unknown to the king, this event was the birth of the Curse Of Gomar.

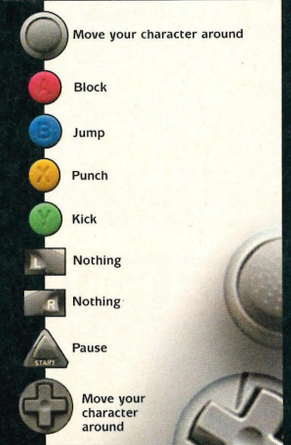
Overcome with grief the king's wife and other son, Antea and Felies, were prepared to do anything to bring Sedan back to life and so in their desperation turned to the forces of evil in the belief that they could defy death. Horrified by their madness, Valmek banished his wife and surviving son from the realms of Gomar, but sent his spy, Sayomi, to follow them in an attempt to discover any knowledge of their destiny.

On her journey, Sayomi reveals that Antea and Felies have pledged their eternal allegiance to each other and, using their ill-gotten powers of evil, Antea has transformed all men into animals while Felies has transformed himself into a dragon to attack and destroy the kingdom of Gomar.

As Antea and Felies begin their assault on Gomar the salvation of the kingdom lies in the hands of the warrior Altus, Sayomi and Orion, the chief wizard of the realm. To save the land of Gomar they must reverse the curse by capturing the souls of all those under the spell of Antea and returning them to where it all began. It is your mission as one of these three characters to make sure evil doesn't succeed and rescue all the souls. Only when all the enemies have been defeated and all the souls saved can you face the bosses guarding the entrance to the next level, and head to the showdown with Antea and Felies in his dragon form. The Curse Of Gomar will be lifted and eternal peace restored when they are defeated. It's time for a little soul saving...

CONTROLS

You'll swash and buckle like a pro with these controls...



CHEATS

If for some reason you're having a little difficulty mastering the techniques in *Soul Fighter* or keep on dying at the hands of the enemy, these cheats should help you become the greatest of warriors.

Access Cheat Code Screen

To access the screen that will allow you to enter the codes for the cheats, press Left on the D-pad and Y simultaneously when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it again. The next screen to appear will be the Cheat Code screen.

High Energy

To acquire high energy throughout the game, enter ABXXYA as a code.

All Weapons

To have a supply of all weapons at the start of the game, enter XAAYBB as a code.

Level Codes

To by-pass levels, enter the following codes...

Level 2	AABXYA	Level 8	YBBAXY
Level 3	XAYAAB	Level 9	BYAAXB
Level 4	YYBAXA	Level 10	XABBAX
Level 5	BABXXY	Level 11	YBYXAB
Level 6	XAXBYY	Level 12	XBAXBY
Level 7	ABXBYB		

The Soul Fighters

Altus

Altus is the son of King Valmek's chief swordsman, Melkior, who is slain by Felies in his madness as the powers of evil infiltrate his body and mind. Trained from an early age by his father in the arts of warfare, Altus was already a master of the sword when his father was viciously killed. Altus swore to avenge his father's death, abandoning his studies and preparing for the day when he would bring the two cursed royals to account.

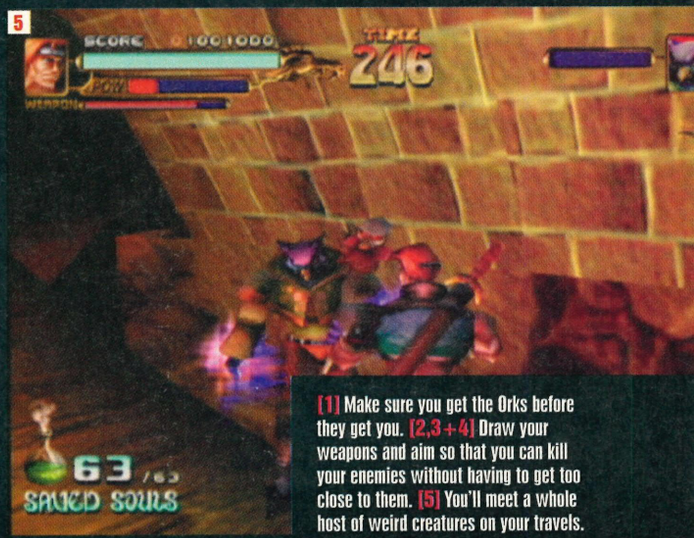
Although Altus isn't the fastest character in the game, he is nonetheless a fearful swordsman with some great sword fighting skills and this, combined with his brute strength, stands him in good stead to fulfil his missions and destiny.

Sayomi

As a trusted servant to King Valmek, Sayomi was sent to spy on Queen Antea and Prince Felies after they were banished from Gomar. Renowned for her speed and cunning in battle, Sayomi proved more than a match for the enemies she encountered during her mission as a spy. She acts as the perfect foil to Altus' brute strength and with her double daggers and speed she is a dangerous fighter.

Orion

When Antea and Felies first began their evil assault of Gomar, it was the magical powers of Orion that proved successful in halting their advances. Although not a warrior, it is Orion alone who posseses the power to lift the curse from the kingdom and restore Gomar to its normal peaceful state. However, in battle he is still a dangerous proposition with his magical staff acting as a lethal weapon when firebolts are fired from it, destroying all those surrounding him.



[1] Make sure you get the Orks before they get you. [2,3+4] Draw your weapons and aim so that you can kill your enemies without having to get too close to them. [5] You'll meet a whole host of weird creatures on your travels.

continued

walkthrough

POWER-UPS

At the beginning of each game your character will start off with 100 energy points, but there are a number of power-ups scattered throughout the levels within chests as well as rewards for victorious fights. Here's what they are and how they'll help you...

Power-Up	Benefit
Pig	24 energy points
Chicken	16 energy points
Fish	16 energy points
Water	12 energy points
Fruit	8 energy points
Horse	Full energy restored
Gem	+ 500 points to score
Ring	+ 500 points to score
Gold Bag	+ 500 points to score
Gold Ingot	+ 500 points to score

WEAPON POWER-UPS

If you pick up a weapon from a chest you can access them by pressing the Right trigger button. This will switch you to a first-person perspective and allow you to scroll through the weapons by pressing A. You then choose by pressing X. There's a crossbow, throwing knife, throwing axe and an oil bomb, all of which have their own advantages and disadvantages. The crossbow and knives are good in fast-action combat situations, but they don't do as much damage as the slower axe and oil bomb.

The Enemy

The forces of evil have not been resting on their laurels since their banishment and have transformed many of the citizens of Gomar into animals, who have their own distinctive fighting styles and weapons. To prepare you for the battle, here's a rundown on who (or rather what) you'll be faced with on your adventures. Be warned though, it's not going to be an easy ride as these beasts will do their utmost to stop you and to kill you.

Orks

The Orks (or pigs) aren't the brightest of opponents but they are armed with vicious spiked clubs which they just want to club you to death with.

Rhinotaur

Although the Rhintotaurs don't carry a weapon as such they are still a deadly enemy due to their sheer size and physical strength – one hit from their hooves and you'll be sent sprawling.

Taytus

The Taytus are one of the most formidable enemies due to the fact that they are the the transformed noble elite of Gomar. With the use of a sword and as cunning as a fox, they are not to be under estimated.

Slimnus

Dwelling in the swamps of the outlands, these foul wretches will try to take you down into their homes, and armed with electrically charged tridents you're gonna have to be on top of your game to stop them doing so.

Kalus

Flying in from above, the Kaluses will try to knock you to the ground using their talons and by beating you into submission with their wings, making them a far from easy customer to defeat.

Palguos

These rat-like creatures are heavily armed with long range crossbows, so try to get close to them to make them ineffective. Your job of saving their souls will be that much easier if you do.

Mutazoïd

Like the Kalus, the Mutazoïds will attack from above but they have an added weapon – they spit a poisonous green mucous which is deadly to say the least and burns away at you.

Zeenus

These wolf creatures are exceptionally dangerous in close combat with their daggers and great strength, so it's best to kill them from a distance with your crossbow or throwing knives and axe.

Valtus

The majority of Gomar's sailing community have been transformed into these vile creatures, and with their short swords they can do untold damage attacking in groups.

Raymus

These rams are always up for a fight and armed with their double-headed pugil sticks are tough cookies to beat in close combat, so it's best to try and kill them from a distance.

Schingles

Attacking in swarms these skeletons aren't the strongest enemy that's on show here but they make up for it in their numbers and will be sure to hold up your progress .

The Snakes

Sliding along the floor, the snakes are hard to defend against as they strike randomly, but it will only take a few hits to lose this unwanted menace.

Klauticus

Despite being unarmed, Klauticus the tiger is a very dangerous foe and must be approached with great care. He has razor sharp claws designed for killing, so beware.

Viscus

Viscus the white tiger carries two short swords with him which he is highly skilled at using, making him another customer that is best dealt with from a safe distance.

Hiski

Fast and cunning, the hyena-esque Hiski is well versed in the ways of its favoured weapon, the short sword. You need to take care not to get stabbed in the back when you are least expecting it!

Volup

You might find yourself being attacked by this vulture when you're already hard at combat with something else, but then what else would you expect from such a creature? Beware its assaults– it has nasty claws and wings which will knock you down!

Miscus

Arguably the most dangerous of the flying enemies, Miscus doesn't just have incredibly sharp talons and powerful wings but is also capable of spitting firebolts from a distance. Pretty dangerous to say the least.

Morticus

These zombie-like creatures have great strength and given a chance will push you to the floor as if you were no more than a fly. You must also be careful to avoid their headbutts and fireball breath. Halitosis has never been so bad!

Gargant

The only actual weapon that these gorilla creatures have is their sheer size and massive strength, but this makes them a real handful to fight. What's worse is that they normally attack in packs, making them more than just a headache.

Robomouse

Half-mouse, half-robot, Robomouse is one enemy you don't want to be bumping into too often on your adventure. It might have a small head but it has the body the size of King Kong and the strength to match. That's not all you have to worry about either as it also lets off electronic discharges which will leave you stunned and dazed. Be warned!

continued

walkthrough

The Walkthrough

Level 1

Number of souls to save: 39

As with all the levels, all you have to do is follow the paths and they will lead you to your enemies and the end of the level. First kill the Ork and then dodge the fireballs before confronting and killing some more Orks and going to the gate to progress further in the level. Once you are through the gate you can either head off left or right – it doesn't matter which way you go as you will have to go to both places.

If you go right there is a swamp and plenty of enemies to kill and if you go left you will pass a windmill before going up a hill. Be sure to dodge the boulder that is rolled down or you'll be squashed.

At the top turn right, kill the enemy and go over the bridge. If you turn right at the end of the bridge you will go through a cave and arrive at the swamp. At the end of the bridge is a gate that you must go to when all enemies are killed. A cut-scene will ensue before you have to kill the end-of-level bad guy – a big bear with a club… and he's mad! Kill him and the level will be complete.

Level 2

Number of souls to save: 54

This level is a bit of a maze and your best bet is to wander around it using the map to help you locate the enemy and the treasure chests. There are plenty of enemies to kill here so it's best not to hang around too long or else your time will run out.

Level 3

Number of souls to save: 14

This is a simple and short level, but you are under time constraints to get to the end in time. Simply follow the path along (a straightforward task as there are no turnings) until you eventually reach the boat. Defeat the enemies as you come across them.

Level 4

Number of souls to save: 17

This level takes place on a ship and is very short. First of all you must kill all of the Walrus Warriors before facing the boss of the level, the Pirate Shark. While fighting him, watch out for the sword fish that come dropping from the sky above. With Shark defeated, the level will be complete.

Level 5

Number of souls to save: 28

After landing the ship on the isle where Antea and Felies are based, you will be required to save 28 souls. This is another fairly easy level as the enemies are easy to find. However, as you wander around, look out for the man-eating plants that jump out of the ground at you. Also beware of standing still for too long as you will be attacked by snakes if you hang about.

Level 6

Number of souls to save: 51

This level takes place in a dungeon area and is brimming with beasts desperate to kill you. It is quite an expansive level, although it couldn't really be classed as a maze. Split into different areas, the level is divided by gates, and you must kill all the enemies in each area before the next can be opened.

At the start of the level you can go either left or right – it doesn't matter which you choose as you will have to go both ways eventually to find all the monsters. Once you have cleared the first two areas, you will be able to get outside into an amphitheatre which is full of giant swinging axes and clubs which you must avoid. There are also a lot of monsters who will try and push you into the giant weapons. The most prominent monster on this level is Viscus, the white tiger.

[1] It's just a case of hacking and slashing your way through. **[2]** It's non-stop action as you're attacked on all sides. **[3]** So, that's where the Vikings got to. **[4]** Careful you don't get spat on!

continued >

walkthrough

continue >

[1] No one messes with Altus and gets away with it! [2] It's like being back in Greece fighting the Minotaur. [3] Bad breath can even knock down heroes!

Level 7

Number of souls to save: 13

This is another fairly short level which takes place in an amphitheatre. The lack of souls to save is made up for by the presence of a lethal minotaur boss who must be killed before the level can be completed.

Level 8

Number of souls to save: 61

Level 8 is one of the most expansive levels in the game and needs to be explored thoroughly for all the enemies to be found and destroyed. It starts outside the castle walls where you will be confronted by Zombies and Golems as well as Viscus Tigers who like to attack in groups, so you'll have to be on top form to survive them. With all these beasts killed, and souls saved, you will be able to enter the castle walls where you must kill the remainder of the enemies to complete the level.

Level 9

Number of souls to save: 63

Like Level 8, this level takes place inside the walls of the castle. However, this level presents much more of a maze to find your way around. In regards to this, there is no better tactic than just wandering around and exploring – more often than not the enemy will seek you out before you have to find them.

At the start you can go left or right, but you will have to go both ways so it doesn't matter which direction you head off in to begin with. You will need to save 30 souls before you can progress further in the level – at this point, the gates will be opened allowing you into a chapel. Kill all the beasts that lurk here and then go through the passageway at the back of the room and over the bridge where you will encounter the end-of-level enemy. He's pretty hard to kill, but with a bit of skill it is possible.

Level 10

Number of souls to save: 57

This level takes place in thunderous and wet conditions in a forest which is full of Gargants (gorillas), Hiski (hyena) and Miscus who will do their very best to prevent your progress towards your final goal. Watch out for Miscus' mucous which they will spit at you. As with the other levels the only tactic is to wander around exploring, as wherever you go you will find souls to save. Save 57 souls and you'll have finished the level.

Level 11

Number of souls to save: 81

Arguably the biggest level, this takes place inside the castle and on the battlements and is oozing with enemies, the most numerous of which are Gorgants, Hiski and the dreaded Robomice. At the start, turn left and clear the area before going back to the start and going left. If all the enemies have been killed you will be able to go through the gate at the end of the left-hand path that was previously closed to you. If not, then turn back and find the missing beasts before butchering them to death.

Level 12

The final level pits you against the dragon form of Felies who you must kill for the Curse Of Gomar to be lifted. At the start there are a number of chests with weapons inside to allow you to stock up before the confrontation with Felies. When fighting the dragon, make sure that you avoid his fire breath which will scorch you to death. Watch out for his feet too, as they will trample you into the dust. If you can do that and are able to get in and do some damage, it will only be a matter of time before he succumbs to the blade of your sword.

[1] The environments are totally free-roaming so you can go wherever you like. **[2]** Watch out for that boulder! **[3]** It's a magical world out there!

Vigilante 8: Second Offense

Caught by the Coyotes? Dragged down by the Drifters? Don't panic – with this complete guide to all the missions and cars, you'll be the top Vigilante in no time!

essential information >
Dreamcast solutions

Vigilante 8: Second Offense

Publisher	Activision
Developer	Luxoflux
Origin	US
Price	£39.99
Genre	Driving

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

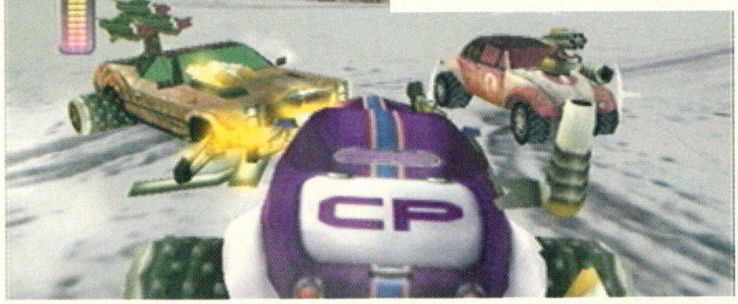
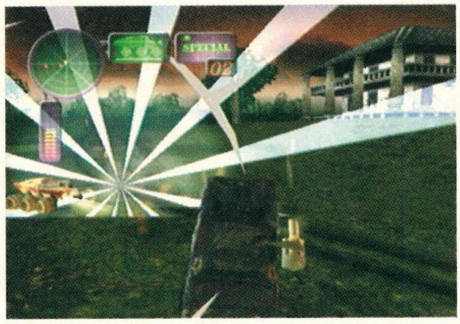
CONTROLS

Smash, bash and crash those enemies with our handy controls list!

- Move Vehicle About
- Accelerate
- Next Weapon
- Hand Brake
- Target Select
- Fire Weapon
- Machine Gun
- Pause/Unpause
- Move Vehicle About

essential information >
Dreamcast magazine says

"Once you've mastered the controls, it's explosive and fantastic fun!"

1

2

3

4

[1] It's Eddy The Eagle all over again! [2] Oh the horror, the horror! [3] Fly me to the moon... come on, everybody! [4] Blowing up these reactors really isn't a good idea!

HINTS AND TIPS

- Use the manual lock-on to target the closest enemy cars. Your weapons are less accurate at long range.
- If you're missing an item during Quest mode, try destroying the enemy cars. They have a habit of picking up the stuff you need.
- Check out the fighting terrain beforehand. Learn where all the special weapons are located and you won't have much trouble defeating the enemy.
- Take the high ground whenever possible. Your weapon range is greatly increased, and accuracy improved, when firing from above.
- Most buildings explode violently when shot. If an enemy is being a hiding bandit, target his cover to make him move.
- If you catch fire, dunk yourself in the nearest pool of water. Fire continuously damages your vehicle and lasts for ages.
- Low on weapons? Badly damaged? Time for ramming speed! Charge towards enemy cars from the side to turn them over and go out in style.
- During Quest mode, the mission will finish after all the enemy cars are destroyed. Be certain to have completed the first two objectives before this happens.
- If you are low on energy, hide in close terrain (buildings and trees) and use the mortar to attack the enemy from a distance.
- Take to the seas as much as possible. The CPU cars rarely follow – and even if they do, hitting with weapons is nigh impossible on the rolling waves.
- Most objects and structures produce weapons when destroyed. If a level looks barren, start blowing things up.

CHEATING VARMINTS!

If you need a helping hand, these codes might do the job. To reach the Code Entry screen, go to the Options and select Game Status. Highlight a character and press L + R to bring up the Code Entry, then input the following codes.

Remove Reload Time	RAPID_FIRE
Mega Hard Difficulty	UNDER_FIRE
Slow Game Down	GO_SLOW_MO
Increase Vehicle Weight	GO_RAMMING
Play Old Vigilante 8 Arenas	OLD_LEVELS
Increase Floating Height	HI_CEILING
Only Car In Arcade Mode	HOME_ALONE
Floating Cars	NO_GRAVITY
Monster Truck Wheels	GO_MONSTER
Show All FMV	LONG_MOVIE
Identical Multiplayer Cars	MIXES_CARS
Powerful Missiles	BLAST_FIRE
High Speed Driving	MORE_SPEED
No Propulsion Add-Ons	DRIVE_ONLY

PROPULSION

There are three types of propulsion that can be picked up in the game. Some are only available on certain levels. Once picked up, they can't be deactivated!

Hoverpods

Hovering is the fastest way to get around. It also gives you a bird's-eye view of the battlefield as well as negating the effects of terrain. Hovering has almost no benefit on deep water. It also makes you an easier target.

Hydrofloater

When travelling over deep water, this power-up is a necessity. Driving over water is tougher than on land. Enemy fire can easily capsize your craft. Take too much damage and the Hydrofloater will fail, causing you to sink.

Skis 'N' Treads

If you want to drive on tundra or snow, Skis 'N' Treads are essential. The extra traction they give will help you turn faster and climb hills. They do, however, make braking impossible so if you need to stop, make sure you leave plenty of room.

continued

ARMED TO THE TEETH

Bruiser Cannon

At close range, the cannon is a powerful and accurate weapon. At mid to long distances its shells can be easily avoided. Smaller vehicles are knocked flying if successfully hit.

Heavy Artillery

Ricochet
d, u, r + R
Cost: 5 Shells
Fires a blue ball that bounces off cars and terrain, striking up to five times.

Buckshot
d, u, u + R
Cost: 5 Shells
Unleashes a spread of shells from the cannon. Devastating at close range.

Cow Puncher
d, u, d + R
Cost: 2 Shells
Knocks enemy vehicle flying. Useful for getting them off your back.

Sky Hammer Mortar

The mortar's shells fire straight up, so it's not a good idea to fire them inside a building you have to protect. Due to the slow shot speed, the mortar is very poor at hitting fast-moving vehicles.

Heavy Artillery

Shocker
d, d, r + R
Cost: 2 Shells
Fires a blue shot that occasionally disables a vehicle's engine.

Crater Maker
d, d, u + R
Cost: 5 Shells
Creates a massive blast on landing which leaves a crater behind.

Turtle Turnover
d, d, d + R
Cost: 2 Shells
If this shot hits, the enemy vehicle will bounce skywards and flip over.

Interceptor Missiles

Most of the time the homing missiles hit everything you target, although if they are fired in elevated or dense areas, they'll more often than not hit intervening terrain.

Heavy Artillery

Star Burst
u, u, r + R
Cost: 1–5 Missiles
Launches up to five missiles rapidly at your selected target.

After Burner
u, u, u + R
Cost: 1 Missile
Causes your vehicle to charge forward over and above top speed.

Halo Decoy
u, u, d + R
Cost: 2 Missiles
Launches a missile which prevents the enemy targeting your vehicle.

Bullseye Rockets

The rockets are slow-moving and dumb-fired, so you'll need to be a darned good shot to hit anything with them. They are best used for destroying buildings or other immobile objects.

Heavy Artillery

Red, White & Blue
u, d, r + R
Cost: 2 Rockets
Fires three unguided rockets simultaneously in one salvo.

Stampede
u, d, u + R
Cost: 5 Rockets
Rapidly fires five rockets in quick succession.

Road Runner
u, d, d + R
Cost: 2 Rockets
On striking, this rocket sends the target vehicle spinning wildly out of control.

Roadkill Mines

Mines do very little damage when activated and are easy to spot due to their garish yellow colour. They do dissuade pursuers though.

Heavy Artillery

Seeker
l, r, r + R
Cost: 2 Mines
Creates a floating mine that seeks out enemy vehicles, rather than waiting to explode.

Bear Hug
l, r, d + R
Cost: 2 Mines
Drops a magnetic mine that sucks in anyone in range, holding them for a few seconds.

Cactus Patch
l, r, u + R
Cost: 6 Mines
Drops a flashing red mine that explodes in a shower of mines when activated.

Brimstone Burner

The Burner sets fire to anything it hits. Buildings and cars both take severe damage from prolonged exposure. It has a very limited range but is useful for scattering enemy cars.

Heavy Artillery

Oil Slick
r, l, r + R
Cost: 5 Shots
Drops a black pool that causes anyone touching it to skid out.

Fire Wall
r, l, d + R
Cost: 15 Shots
Drops a line of fire behind your car. Anyone touching the fire wall is set alight.

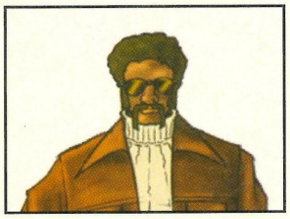
Fire Burst
r, l, u + R
Cost: 15 Shots
Unleashes a ball of fire that explodes and sets fire to everything in the vicinity.

Vigilantes

SHEILA

CAR: Wonderwagon
ACCELERATION: 348
SPEED: 176
ARMOUR: 86
TARGET AVOIDANCE: 310
SPECIAL WEAPON: Tantrum Gun

Sheila's car is small, making her very difficult to hit, which is just as well as the Wonderwagon has poor armour. The wagon's small size means it gets knocked around like a paper hat in a thunderstorm. Every hit it takes will send you flying. The best thing about the Wonderwagon is its weapon – the Tantrum Gun is very accurate at close range and packs a massive 50 shot ammo clip. In addition to the damage it does, every fifth shot knocks a weapon off the target vehicle.



JOHN TORQUE

CAR: Thunderbolt
ACCELERATION: 400
SPEED: 344
ARMOUR: 182
TARGET AVOIDANCE: 104
SPECIAL WEAPON: Wheel O' Fortune

The Thunderbolt is one of the best initial vehicles. It has superior handling and speed, with an ultra-powerful weapon tacked on. The Wheel O' Fortune does a terrific amount of damage, as well as producing a random effect on the enemy vehicle. This can range from weapons theft to massive recoil. The length of John's machine makes it quite easy for enemies to target. However, superior armour, speed, and weapons more than make up for what is essentially a pretty insignificant flaw – besides which, you're going to be too busy looking good to notice

FLYING ALL STAR TRIO

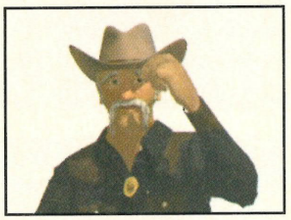
CAR: Dakota Stunt Cycle
ACCELERATION: 336
SPEED: 204
ARMOUR: 50
TARGET AVOIDANCE: 348
SPECIAL WEAPON: Soaring Glory

Just don't get us started on this bike, just don't! The best thing about the All Star Trio is their deadly special weapon. The Soaring Glory launches three firework rockets into the air, where they then track and destroy your target. Each rocket has a massive blast radius and it is quite easy to destroy a vehicle with one or two shots. Unfortunately, the bike is to handling what water torture is to breathing. It constantly bounces off rocks and very little damage is required to remove it from existence.

HOUSTON

CAR: Samson Tow Truck
ACCELERATION: 310
SPEED: 204
ARMOUR: 256
TARGET AVOIDANCE: 110
SPECIAL WEAPON: Tow Hook

This is the first one of the Vigilantes to be unlocked. Houston has a top Tow Hook attack, which she uses to drag opponents and catapult them into the air. This is particularly effective on water levels, where the enemy can be thrown to the sharks. The Tow Hook does most damage when dragging the enemy, but can be easily snapped. The Samson Tow Truck has reasonable handling and above-average armour, so you won't have much trouble achieving victory.



CONVOY

CAR: Livingston Truck
ACCELERATION: 50
SPEED: 148
ARMOUR: 400
TARGET AVOIDANCE: 62
SPECIAL WEAPON: Rolling Thunder

The Livingston Truck is so slow and hard to manoeuvre, you'll soon become frustrated. The trailer section at the back of the truck should be destroyed at the earliest opportunity. Collecting the Hydrofloater power-up usually does it. After the obscuring trailer has been removed, you can deal some death! With maximum armour at its disposal, the best weapon to use is the truck itself. Ram and crush the opposition using its superior weight and a few blasts from Rolling Thunder.

Vigilante Missions

MISSION 1: ARIZONA – METEOR CRATER

A. Collect Two Briefcases
B. Protect Meteor Observatory
C. Destroy Enemy Vehicle

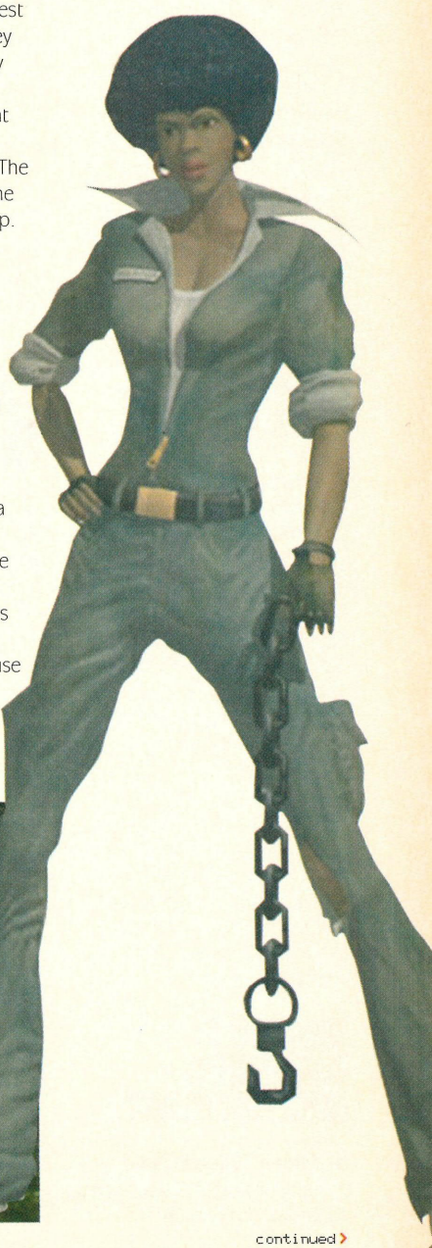
An easy first quest, the hardest part is finding the cases. They need to be recovered quickly before the observatory is trashed. The first is hidden at the observatory. Do a quick drive-thru and snatch it up. The second should be in the same place or behind a donut shop.

MISSION 2: LOUISIANA – GHASTLY BAYOU

A. Collect Two Briefcases From Tombs
B. Protect Tombs
C. Ace The Coyote

This mission is also a bit of a milk run. The Briefcases are quite easy to find and they're both in the same place: the graveyard. Either drive across the swamp or use the teleporter in the spooky house to reach the archway. From there, search for tombs that have a single black door. Fire a short burst of machine-gun fire at the doors and you should dislodge a Briefcase. If one doesn't appear, cease fire and check another tomb.

With both cases secure, get out of the graveyard and head



continued ›

walkthrough

continued>

for the other side of the swamp. You don't want the tombstones destroyed in battle.

MISSION 3: FLORIDA – LAUNCH SITE

A. Collect Three Bombs
B. Protect And Launch Apollo Rocket
C. Eliminate All Opposition

First of all, go and launch the Apollo rocket so that it can't be destroyed during the mission. The rocket is on the tracked platform next to the NASA building. Drive straight for the NASA sign. Face the building on the left. Shoot the door and enter the launch centre. The rocket will move to the launch site. Re-enter the NASA building when the rocket reaches the site to launch it.

Now you have to go after the three Bombs. Drive behind the NASA building and collect the Hydrofloaters. Head across the sea to the small island surrounded by an electric fence. Shoot your way through the deadly electrified wire and pick up all three Bombs.

MISSION 4: PENNSYLVANIA – STEEL MILL

A. Locate Three Supply Boxes
B. Protect Money Train
C. Terminate Enemy Vehicles

Search the factory and the front of the yard to find the first two Supply Boxes. Extend your search to the siding and the coal mounds if you come up empty. The final Supply Box is in one of the train's carriages. Give them a quick burst of gunfire to dislodge it.

Keeping the train alive isn't too hard – be sure to protect the two bridges that cross the river – if they are destroyed, the train's done for. Try and get the Coyotes to follow you into the factory, where they can be lured into the hot metal.

MISSION 5: MINNESOTA – NUCLEAR PLANT

A. Collect Three Bombs
B. Protect The Nuclear Plant
C. Scrap The Enemy

The three Bombs are all stashed inside the main nuclear plant. One is between the two yellow turbines, the other two are at the sides. Sometimes they appear in the control room. Once you have collected the Bombs, get clear of the plant. The generators on the far side cause major damage to any vehicle touching them. Get hold of a Bruiser Cannon and use the Cowpuncher to knock the enemy into the generators.

MISSION 6: UTAH – WINTER GAMES

A. Collect Three Briefcases And Deliver Them To Lodge
B. Protect Lodge
C. Remove The Enemy From Face Of Earth

Don't bother looking for the Briefcases, the Coyotes are carrying them. Each car will yield a Briefcase when destroyed. All you have to do is eliminate the Coyotes then drop off the cases at the lodge. Try your hand at some of the winter events, then visit the award podium to collect some serious fire-power.

MISSION 7: CALIFORNIA – PACIFIC HARBOUR

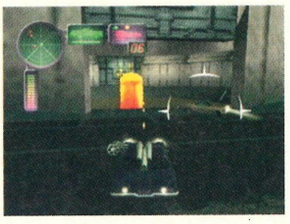
A. Collect Three Supply Boxes
B. Protect Barge
C. Perish Enemy Cars

The easiest way to protect the barge is to steer well clear of it. Don't drive round the central dock unless the barge is out to sea. To find the Supply Boxes search all the warehouses then check out the container storage yards located on the far side of the docks. Sometimes they can be found in the water near the two piers.

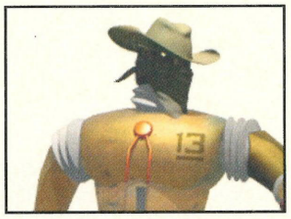
MISSION 8: ALASKA – ALASKAN PIPELINE

A. Collect Five Bombs And Dump Them Into The Sea
B. Protect Oil Silos
C. Exterminate Enemy Cars

The oil silos are very hard to protect as most of the Bombs are located near them. Luckily, all four have to be destroyed for the mission to fail. Your first priority should be to find the Bombs. Most of them are located on and around the silos. However, some are hidden under the long overhead pipes. A few are also hidden amongst the rocks.



Coyotes



DALLAS 13

CAR: Palomino XIII
ACCELERATION: 362
SPEED: 316
ARMOUR: 232
TARGET AVOIDANCE: 72
SPECIAL WEAPON: Mega Collider

The hovering nature of Palomino XIII makes it easy to hit and bounce around. The cushion of air on which it travels negates terrain effects. It travels as fast on snow and ice as it does on land. The Mega Collider is a laser that produces a lance of fire that burns through anything it touches. It also repels and knocks aside enemy vehicles caught in the beam. The shot lasts for a few seconds, so you can move the car to adjust your aim. This weapon is particularly effective at destroying objectives.

NINA LOCO

CAR: El Guerrero
ACCELERATION: 336
SPEED: 260
ARMOUR: 206
TARGET AVOIDANCE: 136
SPECIAL WEAPON: Lemming Missile

Swift and dangerous, the El Guerrero is a car to be reckoned with. While not as good as John Torque's Thunderbolt, the El Guerrero can still run rings around most of the opposition. The Lemming Missile is a pretty cool device. When activated, it will fly skywards then descend on your target at high speed. The blast sends the enemy car flying. The size of Nina's car makes her a pretty easy target, so you should grab a load of Special Weapon crates and fight from a distance.

MOLO

CAR: Blue Burro Bus
ACCELERATION: 128
SPEED: 92
ARMOUR: 352
TARGET AVOIDANCE: 112
SPECIAL WEAPON: Smog Check

The best tactic to use with the Blue Burro Bus is to maintain a good top speed then go on a ramming frenzy. The vehicle is so slow, aiming at faster cars is almost impossible. Pick up plenty of Homing Missiles and guided weapons. The Smog Check is about the most useless weapon you can get. Yes, it paralyses the enemy cars caught in its short-range smoke; unfortunately it also has a very short range and the bus hasn't the speed to catch a dead fish!

Coyote Missions

OBAKE

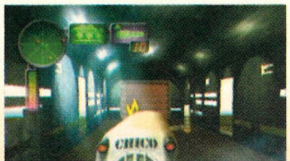
CAR: Tsunami
ACCELERATION: 284
SPEED: 340
ARMOUR: 37
TARGET AVOIDANCE: 198
SPECIAL WEAPON: Rift Blade

The Tsunami has armour you can wrap sandwiches in. Any shot will do severe damage. Keep it on the move at all times, or you'll be bounced around like a rag doll. The Tsunami's Rift Blade is a devastating weapon. When activated, the vehicle charges forward at high speed, slicing enemy cars in twain. This causes severe damage. When charging forward, the Tsunami is immune to gunfire. The Rift Blade also enables you to make a quick getaway.

LORD CLYDE

CAR: Excelsior Stretch Limo
ACCELERATION: 184
SPEED: 156
ARMOUR: 298
TARGET AVOIDANCE: 246
SPECIAL WEAPON: Chain Lightning

The stretch Limo is a big target. Rockets and unguided special weapons will have a field day against this monster. It is also very difficult to manoeuvre round tight corners and through narrow gaps. The Chain Lightning is devastating at close range. Any car that gets close to the Limo is electrocuted and hurled into the air by its power. The Limo has a reasonable top speed and good armour, so getting close to the enemy shouldn't be a problem.



MISSION 1: ARIZONA – METEOR CRATER

A. Locate Three Bombs
B. Destroy Gas Station
C. Eradicate Enemy

Search for the Bombs first. Check behind the donut shops and in the meteor crater itself. If you still can't find them, check out the observatory, exterior and interior. When all three Bombs have been acquired, search for a gas station and blow it away. You only need to take out one station in order to complete the mission objective.

MISSION 2: UTAH – WINTER GAMES

A. Collect Four Briefcases
B. Destroy Lodge
C. Crush All Enemy

The Briefcases can usually be found on the events, such as the ski jump or bobsledding. The lodge balcony should be searched next, then the award podiums. If all else fails, check out the back of the chalets or ski lifts. Once the cases have been removed, blast the lodge from existence.

MISSION 3: CALIFORNIA – PACIFIC HARBOUR

A. Collect Four Supply Boxes
B. Destroy Container Crates
C. Mollificate Enemy

Your first two objectives occur in roughly the same place. Blast the orange container crates at either end of the dock. You need to destroy at least eight to complete Objective B. In amongst the crates you should find one or two of the supply boxes. If not, then check out the warehouses surrounding the dock. If you still come up short, widen your search to include the water and the lighthouse.

MISSION 4: ALASKA – ALASKAN PIPELINE

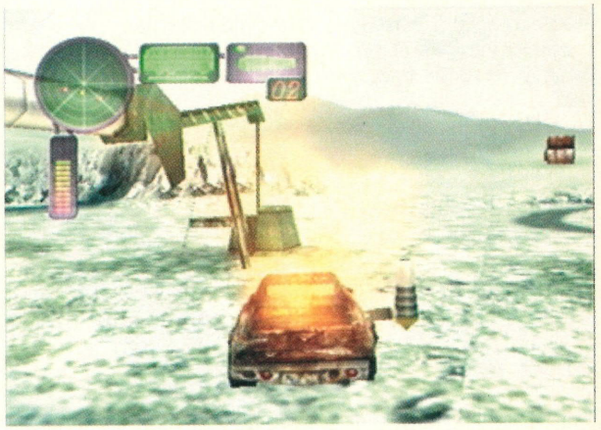
A. Collect And Drop Four Oil Cans Around Refinery
B. Destroy Refinery
C. Vapourise Enemy Cars

Make finding the Oil Cans your first priority. As the refinery gets demolished, they become harder to reach. Most of the Cans will be located on top of the oil silos. Drive up the ramps or through the pipes to get on top of them. Then take to the sea to stock up on special weapons and continue your search there. If this proves fruitless, check out the rocks surrounding the pipeline. Once all the Cans are in your possession, take them to the main refinery building (the place where all the pipes connect) and drop them there. Then proceed to wipe the refinery from the map.

MISSION 5: MINNESOTA – NUCLEAR PLANT

A. Collect Five Bombs And Deliver To Turbine Plant
B. Ace The Nuclear Reactors
C. Make A Milkshake Out Of All Enemy Cars

Go for the nuclear reactors first. Collect a Shield and use Rockets to total them. Once you see the reactors grow white, disappear fast unless you want a half-damage headache. Repair your armour after nailing the reactors. Begin your search for the five Bombs in the container area behind the reactors. There



are usually four here, if you're in luck. Search the square pools at each end of the drainage ditch to get the last one. With all the Bombs in your possession, travel to the main turbine building and drop them all.

MISSION 6: LOUISIANA-GHASTLY BAYOU

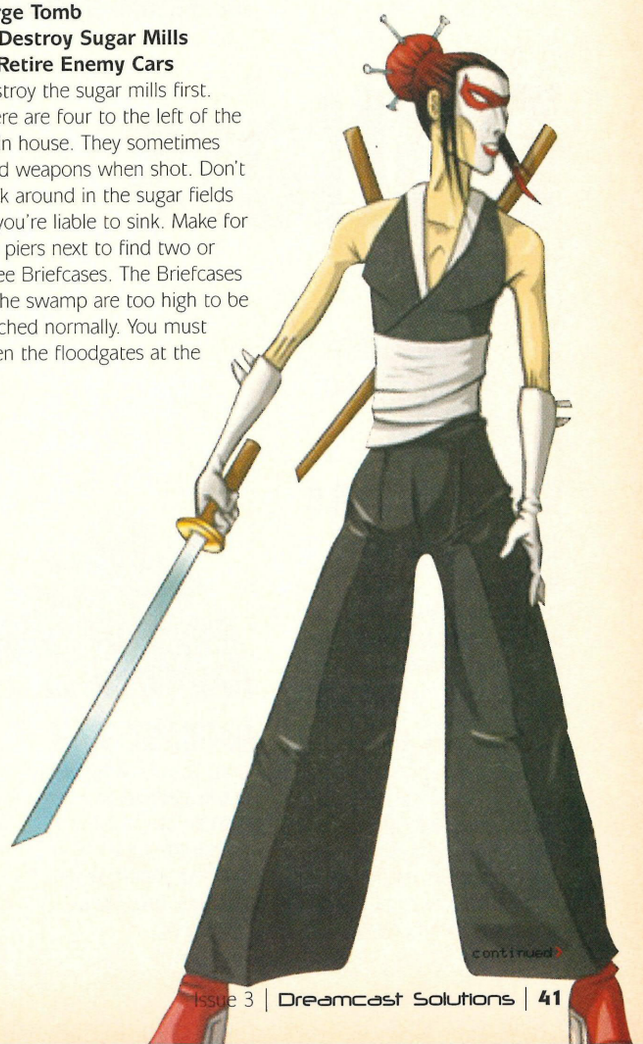
A. Collect Five Briefcases And Stash Them In The Large Tomb
B. Destroy Sugar Mills
C. Retire Enemy Cars

Destroy the sugar mills first. There are four to the left of the main house. They sometimes yield weapons when shot. Don't stick around in the sugar fields as you're liable to sink. Make for the piers next to find two or three Briefcases. The Briefcases in the swamp are too high to be reached normally. You must open the floodgates at the edge of the swamp and collect a Hydrofloater power-up to get them when the water rises.

MISSION 7: FLORIDA – LAUNCH SITE

A. Locate Six Fuel Cans
B. Destroy Rocket Transport
C. Dust Enemy Cars

The Fuel Cans can be found on the island surrounded by an electric fence. There are usually two or three there. Search the hangar containing the space



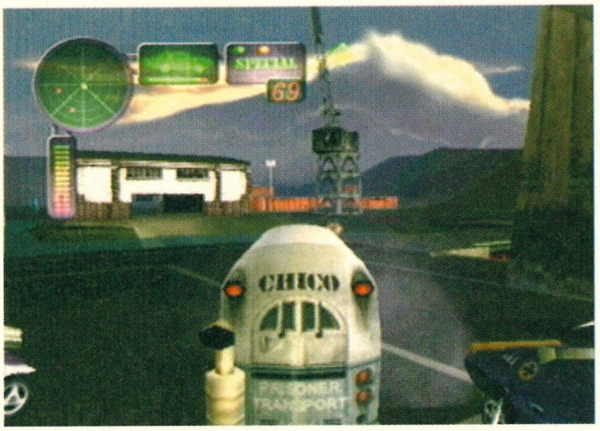
continued>

shuttle for another two Cans. Check out the inside of the NASA centre to see if any are stashed there. Drive through the rocks next to the launch pad to find the last couple of Cans. Collect weapons from the lookout post then eliminate the transport holding the rocket.

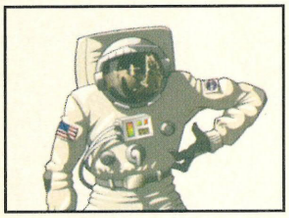
MISSION 8: PENNSYLVANIA – STEEL MILL

A. Rob Train And Hide Cash Near Long Bridge
B. Destroy Mill Buildings
C. Liquify Enemy Cars

Charge forwards and shoot the train's engine. Destroy it and all the Briefcases will drop out. Drive round and collect them all. Make for the long bridge. Drive along it and drop off the cases. You can then turn your attention to the mill buildings. The best way to take them out is to just drive round inside. The attacking Vigilantes will obligingly fire at you, hitting the buildings in the process. Knock out both the steel bar foundry and the smelting works.



Drifters



ASTRONAUT BOB O

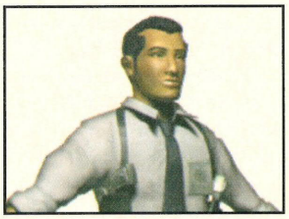
CAR: Moon Trekker
ACCELERATION: 322
SPEED: 64
ARMOUR: 134
TARGET AVOIDANCE: 308
SPECIAL WEAPON: Collector

Superior all-terrain handling makes the Moon Trekker very adept at collecting items fast. It can also outmanoeuvre most other cars at close range, which enables it to bring the Collector into play. The Collector grabs and repeatedly crushes enemy cars. Whilst it is doing so, the machine gun can be fired to cause extra damage to your immobile enemy. The slow speed of the Moon Trekker makes it an easy target for dumb-fired or special weapons and its armour won't be able to take much abuse from either of these.

GARBAGE MAN

CAR: Grubb Dual Loader
ACCELERATION: 180
SPEED: 50
ARMOUR: 376
TARGET AVOIDANCE: 78
SPECIAL WEAPON: Compactor

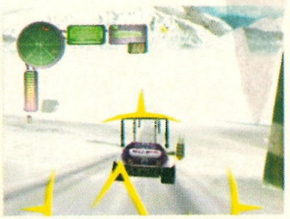
The Grubb Dual Loader handles like a brick on wheels. It has a huge turning circle and a top speed to cry over. You won't be avoiding much in this hulk which is why it has high armour. The Compactor special weapon is very effective. Simply ram another vehicle whilst the weapon is active and they will be dumped into the garbage grinder for maximum damage. Fast-moving vehicles are hard to hit so use magnetic mines to paralyse them before you close in for the kill.

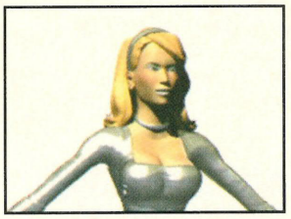


AGENT R CHASE

CAR: Chrono Stinger
ACCELERATION: 374
SPEED: 330
ARMOUR: 98
TARGET AVOIDANCE: 224
SPECIAL WEAPON: Hard Time

The Chrono Stinger has great handling, but poor armour. As long as you stay on the move you'll probably manage to stay ahead of most other cars. The Hard Time special weapon is the most useless weapon in the entire game. It's hard to aim but it does paralyse the enemy. Make sure you have a Mortar or Bruiser Cannon with maximum ammo selected, then use a supercharged shot to deliver a punishing strike on the immobile enemy. Agent Chase is the best of the initial Drifters.





CHASSEY BLUE

CAR: Vertigo
ACCELERATION: 278
SPEED: 295
ARMOUR: 148
TARGET AVOIDANCE: 91
SPECIAL WEAPON: Star Power

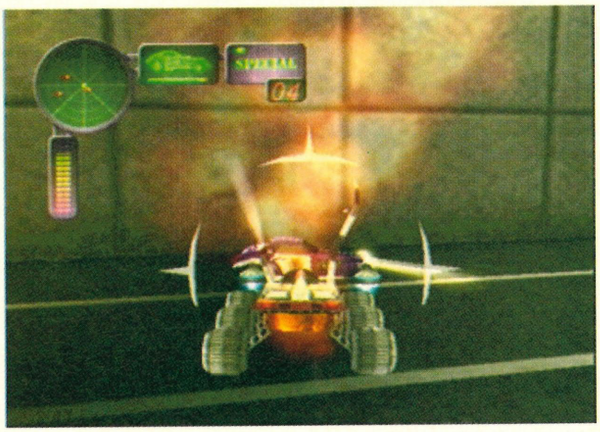
The Vertigo is on a par with John Torque's Thunderbolt, with superb speed and handling. The Star Power orbital death ray is pretty effective at mincing groups of enemies. Once locked on, the satellite proves lethal, pursuing the target vehicle with its powerful laser beam. If the enemy cars are clustered together, it will burn through them all. Chassey becomes available when you complete the game with all of the initially selectable Drifters.

PADRE DESTINO

CAR: Goliath Half Track
ACCELERATION: 156
SPEED: 151
ARMOUR: 295
TARGET AVOIDANCE: 188
SPECIAL WEAPON: Hades Gale

Padre Destino becomes selectable when you complete

the game with Chassey Blue. His Goliath Half Track is a machine of utter destruction. With thick armour plate and reasonable top speed, the Half Track can quickly close with the enemy and deliver a crushing attack with its tracks. Padre's Hades Gale is one of the best special attacks. The Half Track vanishes when activated, then reappears with a scream of souls right under the target vehicle, causing the earth to ripple with deadly power.



Drifter Missions

MISSION 1: ARIZONA – METEOR CRATER

A. Collect Two Fuel Cans
B. Evade Police
C. Trash The Enemy
First things first, listen for the siren and keep an eye out for the cop car. If it makes contact with your vehicle you'll instantly fail Objective B. As for the Petrol Canisters, your best bet is to check out the petrol stations, or behind the donut shops. Occasionally they can also be found in the cinema or the observatory.

MISSION 2: CALIFORNIA – PACIFIC HARBOUR

A. Locate Three Supply Boxes
B. Force Cargo Truck To Stop On Bridge
C. Ace All Enemy Cars
First of all, stop the truck on the bridge. Wait for the container truck to load up and drive onto the suspension bridge, then give it a quick burst with your machine gun to make it stop. Next you must search for the Supply Boxes. These are usually located in the warehouses or near the container crates. Sometimes they can be found on the water. Once the first two objectives have been satisfactorily met, nail the single enemy.

MISSION 3: ALASKA – PIPELINE

A. Find Three Oil Containers, Deliver Them To Silos
B. Break Up The Three Amassing Icebergs
C. Obliterate All Enemy cars
Go for the easiest target first. Drive to the water's edge and grab a Hydrofloater power-up. Cruise over to the oil rig and wait for the first iceberg to appear. Make cubes out of it using your machine gun. Circle the area and wait for the next two icebergs to appear. Shoot them both to achieve Objective B. Finding the Oil Containers is a bit tricky – with all the metal work lying around they can be hard to spot.

Drive round the rocky outskirts of the area: most of the Containers are located on the ledges that can be found there. Once you have them all, drive onto the oil silos and drop them off. Each silo can holds one Oil Container.

MISSION 4: MINNESOTA – NUCLEAR PLANT

A. Find Four Briefcases, Drop Them In Nuclear Crates
B. Avoid Radioactive Contamination
C. Retire All Enemy Cars
Begin your search for the Briefcases in the main turbine plant then check out the streets surrounding the complex and the power generators. When you have all four of them, make for the white containers in front of the factory on the hill and drop the cases there. To avoid becoming radioactive, don't destroy anything toxic-looking (yellow barrels and glowing stuff are a big hint of toxicity).

MISSION 5: UTAH – WINTER GAMES

A. Collect Four Supply Boxes And Deliver To Cable Cars
B. Beat All Three Event Records
C. Retire All Enemy Cars
The Supply Boxes are mostly located on and around the three events. Sometimes they appear by the chalets or the lodge. Grab all four boxes then head for the cable car station and drop them off. To break the long jump record, tool up with some Homing Missiles. Use the turbo special to get some air and drive through the gates at the end. You can do the same down the bobsled run. Make sure you go through the gates at the end. If you hear a cheer, you've broken the record.

MISSION 6: LOUISIANA – GHASTLY BAYOU

A. Locate Six Bombs
B. Trap The Alligator
C. Mosh All Enemy Cars
Target the Bombs first. Check out the sugar field near the mills – there are a few Bombs hidden between the sugar canes. Then travel over to the piers near the floodgates to find a few more. Raise the water level to get the last few Bombs hidden in the swamp itself. To trap the alligator, drive round near the ghost, next to the cage. Pretty soon the alligator will show up. Keep circling the area and it'll eventually touch the ghost and get trapped.

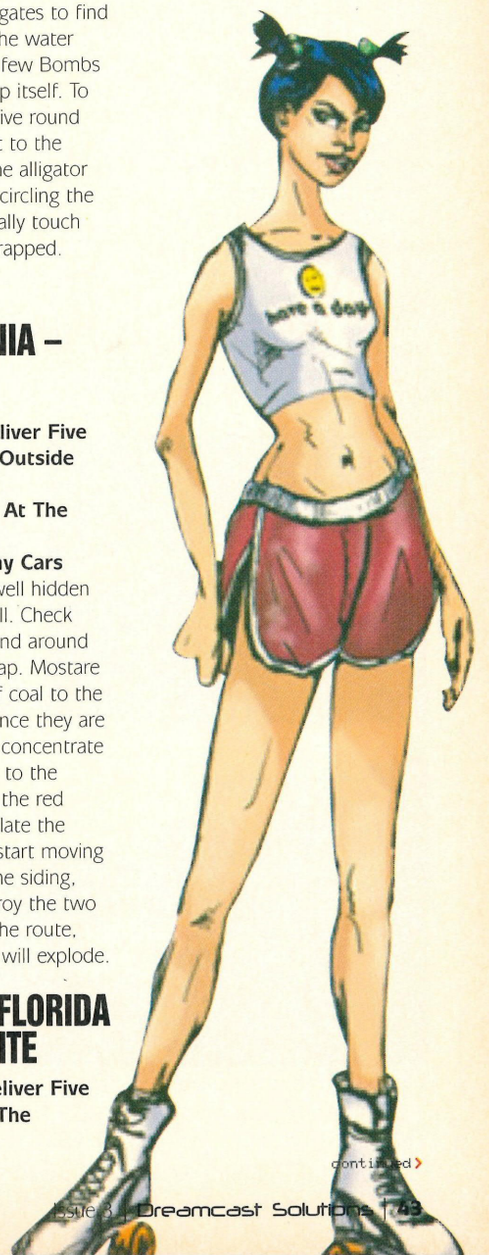
MISSION 7: PENNSYLVANIA – STEEL MILL

A. Collect And Deliver Five Fuel Cans To The Outside Furnaces
B. Stop The Train At The Service Dock
C. Crush All Enemy Cars
The Fuel Cans are well hidden around the steel mill. Check under the bridges and around the edges of the map. Mostare near the mounds of coal to the rear of the plant. Once they are in your possession, concentrate on getting the train to the siding. You can use the red switches to manipulate the tracks. Before you start moving the train towards the siding, you must first destroy the two carriages blocking the route, otherwise the train will explode.

MISSION 8: FLORIDA – LAUNCH SITE

A. Collect And Deliver Five Supply Boxes To The NASA Building
B. Force Enemies Into Wind Tunnels
C. Annihilate All Enemy Cars
After the last mission, you can relax and take this easy. Luring the enemies into the wind tunnel shouldn't be a problem. Simply shoot off the front of the tunnel and wait for the enemy to show up. As they get close to you, drive through the tunnel and they will follow in. To get the Supply Boxes, take a ride in the rocket. Collect the boxes on the way down to earth. Drop all five at the NASA building then turn your attention to the enemy cars.

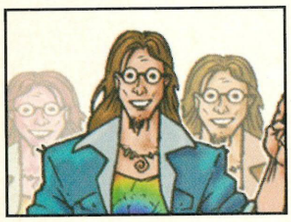
These vehicles are unlocked by completing the game with all the initial characters of each group. They can only be selected when you are in Arcade and Survival modes.



continued >

continued

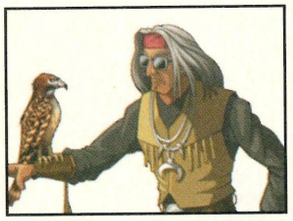
Bonus Characters



DAVE'S CULTSMEN

CAR: Xanadu RV
ACCELERATION: 100
SPEED: 121
ARMOUR: 341
TARGET AVOIDANCE: 201
SPECIAL WEAPON: UFO Invasion

The RV is very sluggish and difficult to handle. Its large size makes it a sitting target for enemy fire. On the plus size, having a large mass makes it ideal for ramming. The RV can beat most other vehicles in this fashion. The UFO Invasion unleashes a horde of miniature saucers that attack enemy vehicles. This is the most powerful special weapon in the game and causes substantial damage to even the most armoured of vehicles. The RV should stick to fighting on close terrain, where it can't be shot at from a distance.



DUSTY EARTH

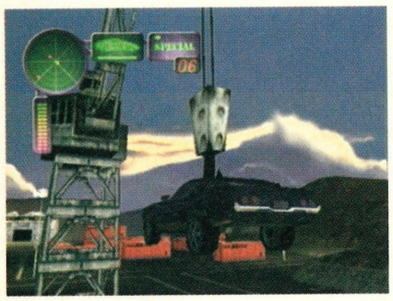
CAR: WAPITI 4WD
ACCELERATION: 197
SPEED: 242
ARMOUR: 179
TARGET AVOIDANCE: 140
SPECIAL WEAPON: Hawk That Settles

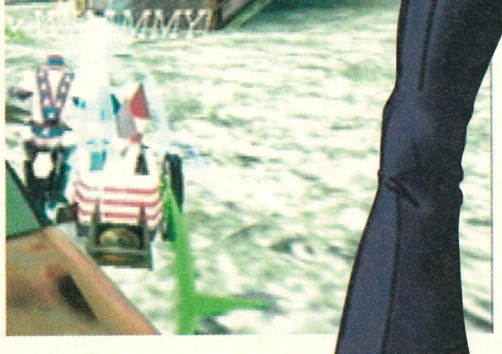
The Wapiti 4WD is a good all-round vehicle. It travels equally well on rugged or icy terrain and its hill climbing ability is second to none. Dusty is best used on snowy or desert terrain, where his four-wheel drive can be used to outmanoeuvre the enemy. Dusty possesses the most infuriating special weapon in the game. The Hawk That Settles special weapon creates a vortex that lifts up and damages the enemy car, moving them around the map. It does little damage, but can be very disorientating for the player.

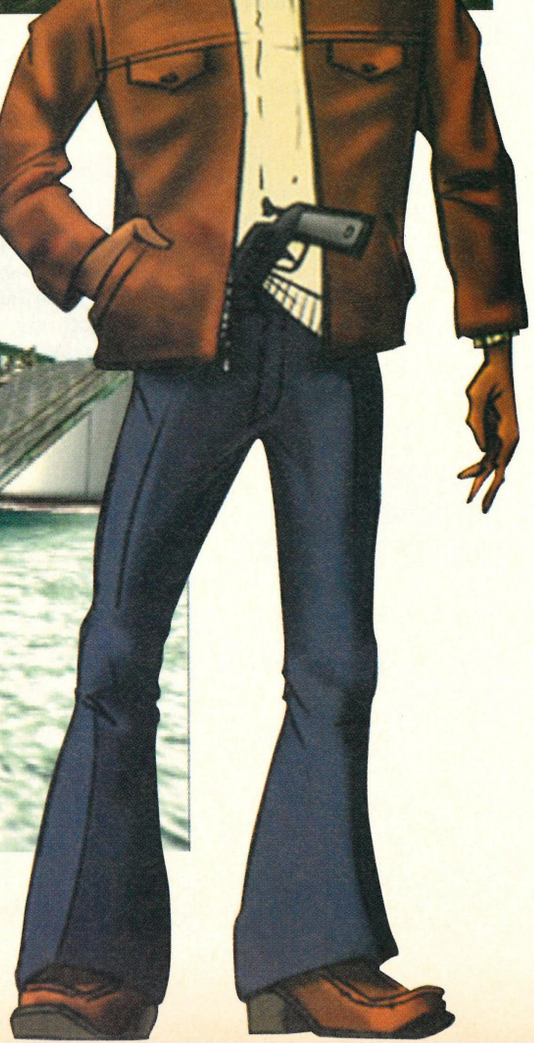
BOOGIE

CAR: Marathon
ACCELERATION: 203
SPEED: 245
ARMOUR: 196
TARGET AVOIDANCE: 144
SPECIAL WEAPON: Disco Ball

Disco inferno! The Marathon sure likes an audience. Whilst it does not have the armour or speed to give the edge over the opposition, the Disco Ball special can be used to devastating effect. Drop a few magnetic mines and wait for the enemy to activate them, then cruise in and deliver the Disco Ball at close range. Behold as a large chunk of enemy energy is wiped off. Boogie is a hit and run specialist. Get close and use your Disco Ball, then fade fast before your thin armour gets completely wasted.







LEVEL MAPS

ARIZONA – METEOR CRATER

The arid Arizona landscape is the setting for the first fighting arena. There are many gullies that can be used to ambush your foes. The rock bluffs and cliffs also provide a vantage point for those that like to use sniper tactics.

A – Dunk this in your tea! Ace the donut shop and then watch the big ring roll. It will annihilate anything that gets in its way with sugary goodness.

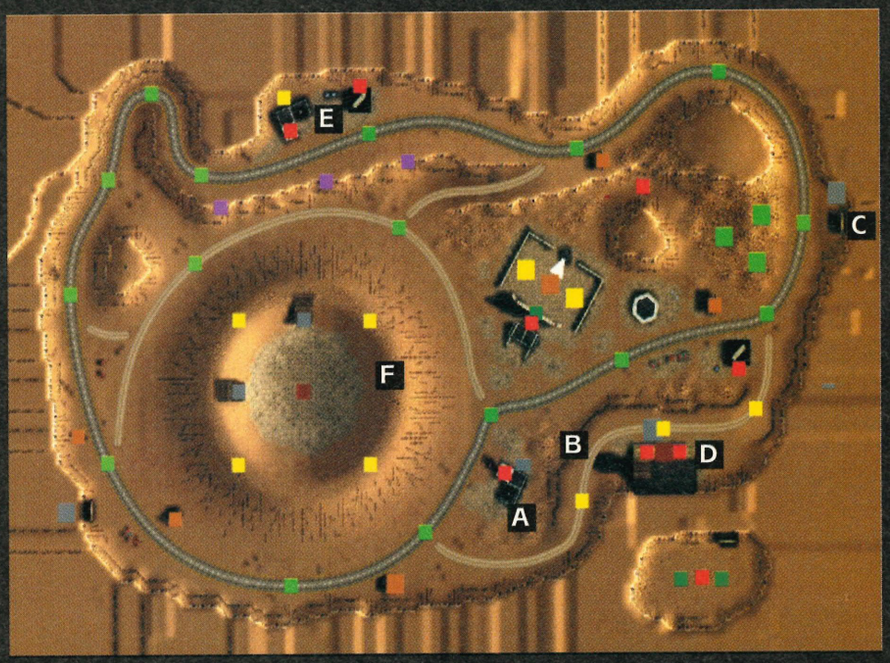
B – The Sheriff is lying in wait next to the donut shop. If you break the speed limit he'll be all over you like a rash. A couple of missiles should dissuade him though!

C – Want a short cut? Need to get out of danger fast? Well, drive into the mine or the observatory in order to get boosted to a random location.

D – Total the observatory and a massive meteorite will land in the crater. Destroy this to activate the invasion of the killer bugs and relive those 'Starship Troopers' moments.

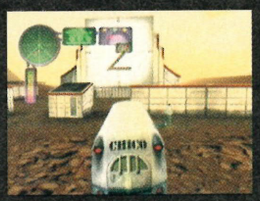
E – Need a quick fix-up and oil change? Well, park yourself by the gas pumps and a friendly mechanic will slowly restore your energy while you wait.

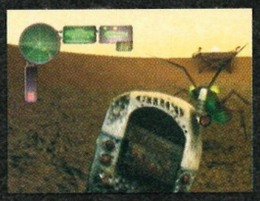
F – Hang around the meteor crater for too long and you'll get caught in a shower of rocks. Put your pedal to the metal and stay one jump ahead of this cosmic stoning.

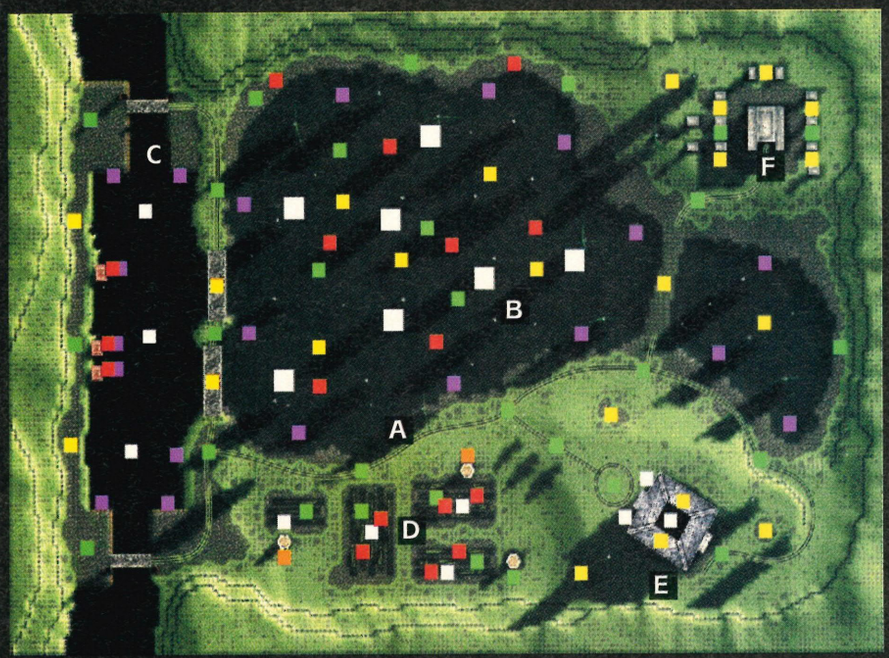


KEY

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair







LOUISIANA – GHASTLY BAYOU

The fetid swamplands are tricky to negotiate. Before you can say "gentle Ben", you've probably been sucked under. The spirits of the dead don't rest easy. They will teleport, attack, and even steal from you if their rest is disturbed.

A – The alligator is a mite ornery and will take a dislike to anything in his part of the swamp. If you're in the water you're alligator chowder, so don't float for too long.

B – The alligator cage can be activated by driving into the ghost. When caught in the cage, the alligator will spit out weapons and armour. If a car gets caught in the cage, it takes damage.

C – Shoot the wheels on the floodgates in order to open them. Once they are both fully open, the water level will rise, flooding the swamp.

D – Don't stick around in the sugar field, even if you have a sweet tooth. The soft earth will bog down your vehicle, causing it damage.

E – If the house or the large tomb is possessed by a spirit, they will teleport you to the other end of the swamp. Be wary – the spirit usually exacts a price for this service!

F – Take care in the cemetery. If you accidentally trash a tomb, the vengeful ghost will react angrily to the desecration and attack you.

continued ›

continued>

LEVEL MAPS

FLORIDA – LAUNCH SITE

The sun-baked shores of a Florida beach provide a good line of sight for your long-range weapons. Cruise around the surf to collect tons of weapons, then return to the sands and do battle. Be on the lookout for the military – they don't take kindly to compromised security.

A – Just when you thought it was safe to surf, in come the sharks! Stay fast and don't annoy them otherwise you'll be fish food.

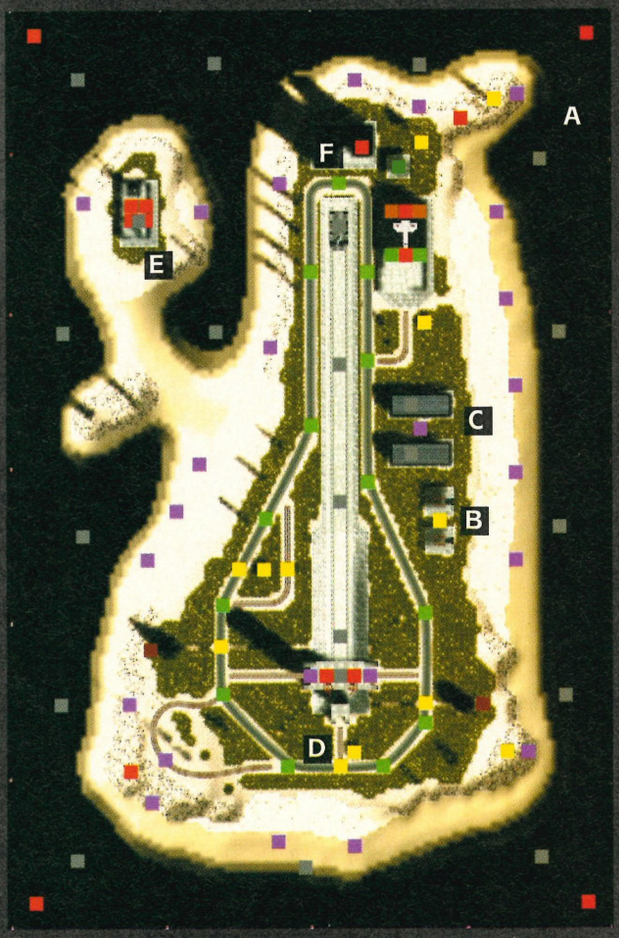
B – The rocket engines flare periodically – anything behind them will be cooked. Shoot their supports and they'll fly skywards, returning to earth with explosive results.

C – The two wind tunnels occasionally run tests. If you see stuff being sucked in, steer clear unless you wish to meet the fan blades up close!

D – Cruise through the tunnel at the rear of the rocket when the green light shows. You'll then be taken to the stars.

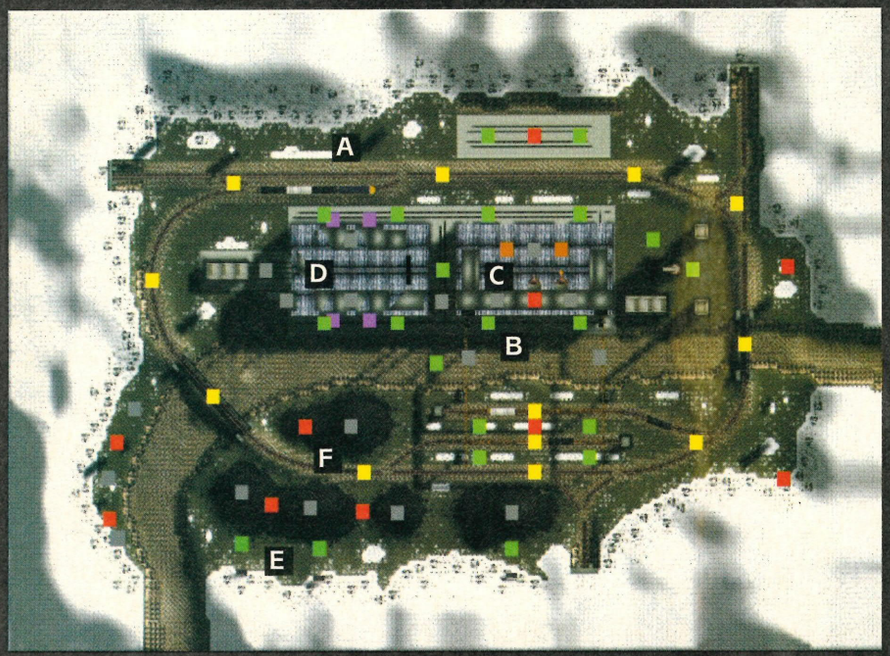
E – Base security is tighter than a pair of PVC underpants. The guard towers will fire machine guns at any car passing too close. If you try to drive through the fences you're in for a shock!

F – To launch the rocket, enter the NASA centre to start it moving towards the launch pad. Once it's there, re-enter the centre to send the rocket to the moon.



KEY

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair



PENNSYLVANIA – STEEL MILL

Life on the rust belt can be cheap, especially with the Coyotes knocking about. The debris-strewn steel mill is a fine battleground. Loads of cover and weapons aplenty make this arena good for the hit and run driver.

A – If the train keeps getting in your way, shoot the red signals to change the track. You can also drive into the tunnel to be teleported across the mill.

B – Drive to either window on the second floor of the smelting room. The magnetic crane will lift your car off the ledge and move it to the equipment stash.

C – Low on weapons and trapped inside the smelting room? Well, shoot the boilers to unleash a torrent of hot metal upon the enemy.

D – Steer clear of the steel bar plant. The red-hot lumps of metal will immolate your car at the slightest touch. Plant a magnetic mine on the conveyer belt to trap enemies here.

E – The rolls of steel on the hill make choice targets. Hit them with gunfire and they'll roll along, crushing anything that is in their path.

F – Coal mounds are stupid places to park. Shoot the coal to set it alight and burn anyone on top of the pile.

LEVEL MAPS

CALIFORNIA – PACIFIC HARBOUR

Down at the docks it's business as usual, despite the fire-fight. Express delivery and storage combine to aid you. Check out the delivery routes to stock up on stuff. Take care to stay out of the truckers' way or you're in for some pain.

A – The depot provides quick and easy access to the ocean. Drive through any of the three doors to be moved around the map.

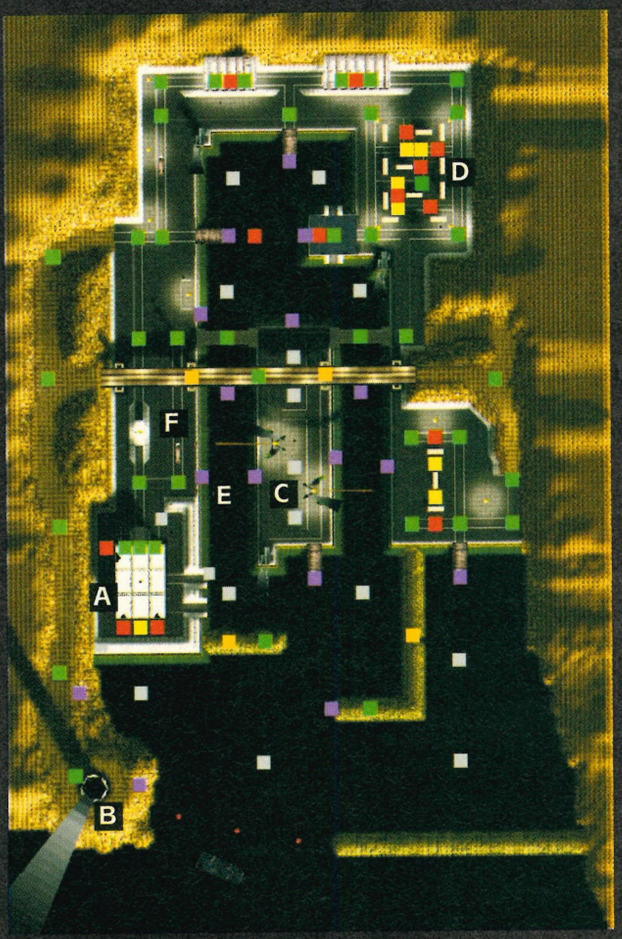
B – The lighthouse is where to go if you've taken a beating. Enter the base of the house and hold accelerate. You'll then hover over to the depot roof and get the armour there.

C – Cranes are there to help you out. Stick next to the large cranes if you want them to take you across the water. The small ones will rescue you if you're in the drink.

D – Shoot the orange containers to release hidden weapons and power-ups. Don't get too close, as they have a habit of exploding violently.

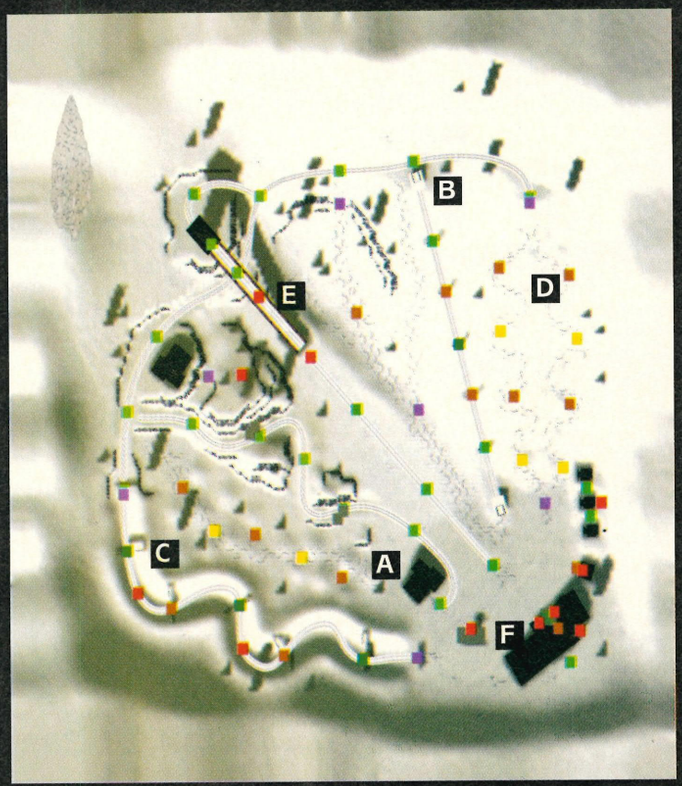
E – Hitch a ride on the barge and take a tour of the docks. Stay on it too long and you'll probably sink when the enemy nails it.

F – Pull in at the weigh station and 'weight' (oooh! *Beano*-style pun!) for the light to turn green and your armour will slowly be restored.



KEY

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair



UTAH – WINTER GAMES

It snow joke (ha! Another pun!) fighting on ice. Traction is very limited and you'll be an easy target if you struggle to climb the hill. Get some Skis 'N' Treads as soon possible. This will give you a fighting chance. The top of the hill makes a good place to snipe from.

A – Ace the doors to the cable car. Drive inside to hitch a ride. There are many special weapons to pick up in the car.

B – The ski lift will get you up the hill at light speed. Drive your car onto a hook and enjoy the ride.

C – Once you are on the bobsled run, there's no chance to back out. This icy route is one-way only. If you manage to stay on the course you'll collect big prizes when you reach the bottom.

D – Pass through the gates on the downhill ski run. Get through them all, then visit the winner's podium at the bottom of the hill for some prizes.

E – Blow open the door and enter the base of the jump. Use a turbo special to do an 'Eddy the Eagle Edwards' off the end of the jump.

F – Blast the lodge fence and go through the door. You can now drive around on the second-floor balcony to collect the weapons.

continued >

continued>

LEVEL MAPS

MINNESOTA – NUCLEAR PLANT

Possibly the most insane place to have an all-out gun battle is the middle of a nuclear reactor, but that's what you get when you visit Minnesota. Contamination and electrocution lurk round every corner.

A – Head for the control balcony in the turbine plant. Ram the main computer when the light is green to cause the turbines to produce armour – if you ram it when red, anyone near the turbines will be electrocuted.

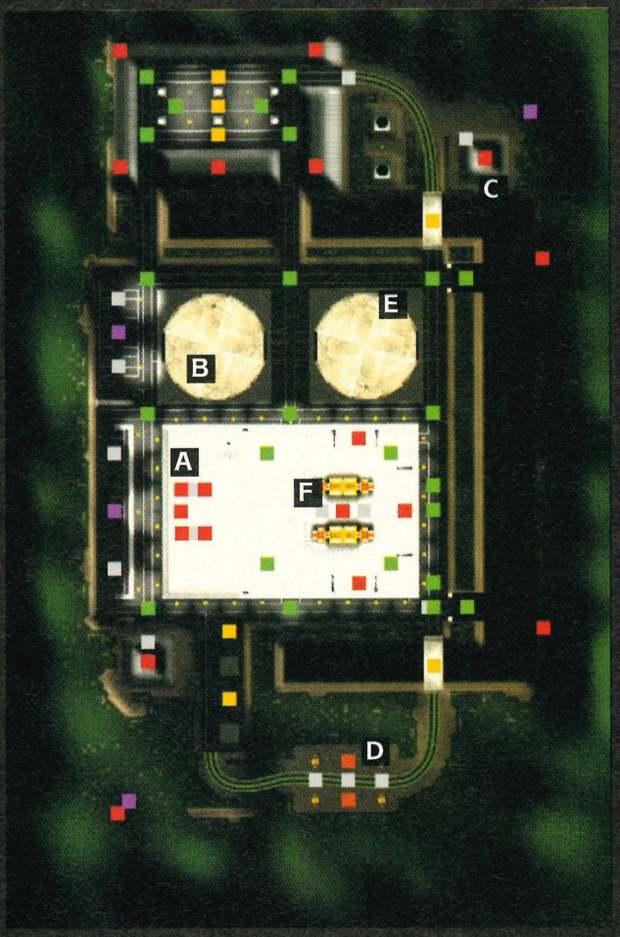
B – Shoot open the blast doors to the nuclear reactors and destroy the cores to product a subatomic explosion. Make sure you have a shield unless you want to glow in the dark.

C – The tunnels at the edge of the map provide access to the heavy water vents. These fenced-off vents often contain special weapons and armour.

D – When driving near the transformers, be on the lookout for electrical sparks. Stray too close to the transformers and you're in trouble.

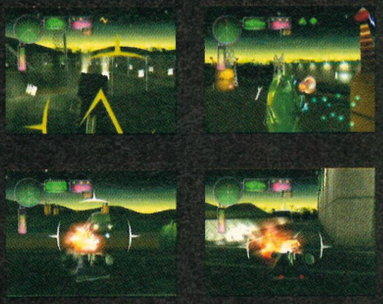
E – See those yellow barrels the forklift truck is carrying? Well steer clear of them. The slightest touch will contaminate your vehicle.

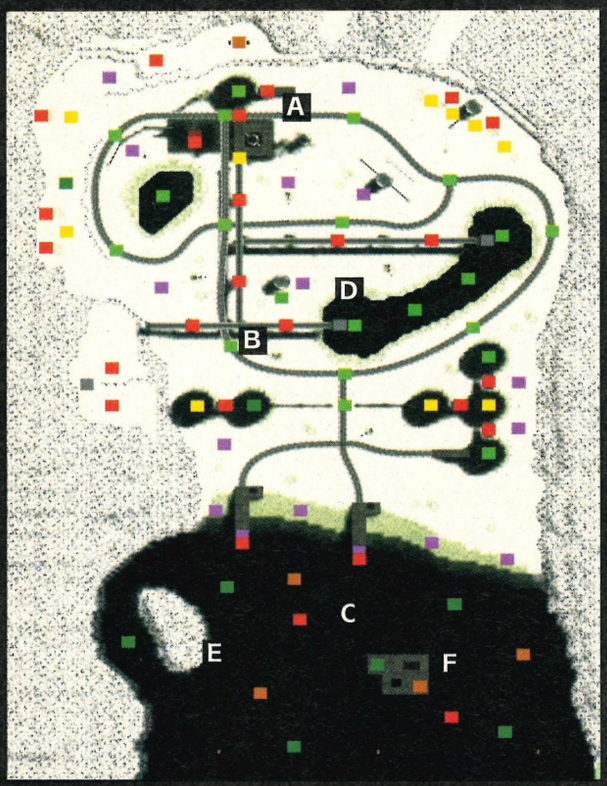
F – Stay away from the deadly turbine blades. If you get sucked in, your vehicle will take heavy damage.



KEY

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair





ALASKA – ALASKAN PIPELINE

You'll have to blow up plenty of stuff to keep warm in this climate. Take a journey through the wasteland and collect weapons from the rocks. You may want to nail a few oil silos just to heat things up a little.

A – After sliding through oil, enemy cars leave a black trail. Shoot this trail to set the oily car alight, then sit back and toast some marshmallows on the warm glow.

B – Drive up the ramps and enter the pipeline. Your car will then be transported to a random pipe location and spat out.

C – If you take to the sea, be careful not to frighten the fish. The killer whales (okay, they're mammals) have a nasty habit of tearing fast-moving cars to shreds.

D – Stay out of the oil pools. They slow down your car and choke the engine. The oil patches can also be set alight by gunfire.

E – Iceberg dead ahead! The icebergs will sink any unsuspecting craft. Use your machine gun to break them up.

F – Check out the oil rig for some decent weapons. Shoot away its struts for a spectacular explosion. It will leave more crates when destroyed.

Shadow Man™ and Acclaim® © 1999 Acclaim Entertainment. All Rights Reserved. Nintendo®, Nintendo 64 and N are trademarks of Nintendo Co., Ltd. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.

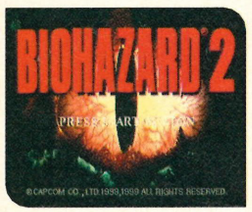
Resident Evil 2

Having problems in the world of survival horror? Let us be your guide – we've got all the zombie-smashing tips you'll ever need right here!

essential information >
Dreamcast magazine says

"The Resident Evil series has a legacy for blood, guts and rotting flesh!"

essential information >
Dreamcast solutions
Resident Evil 2



Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Adventure

one player

arcade stick

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

As well as displaying the game's logo, the VM displays the number of bullets left in your gun as well as your health level – which is all rather helpful.

THE SOLUTION

To save time, we've covered the different scenarios for each character in one combined solution – while there are minor differences, most of the time you'll be doing the same series of tasks. At the points when you do have to do something specific to the character you're playing as, we've split the text into character-headed sections. Keep an eye out for any separate areas that relate to either Leon or Claire!

NIGHT OF THE LIVING SECRETS!

What would a massive zombie-filled adventure be without the odd secret here and there? Luckily, we're experts when it comes to finding things like that – in fact, we've got all the game's hidden surprises listed below! Are we great or what?

Bonus Clothing

If you want to get all the hidden costumes for each character, you're going to have to work for them. From the start of Scenario A, run through the streets and reach the Police Station WITHOUT PICKING UP ANYTHING!

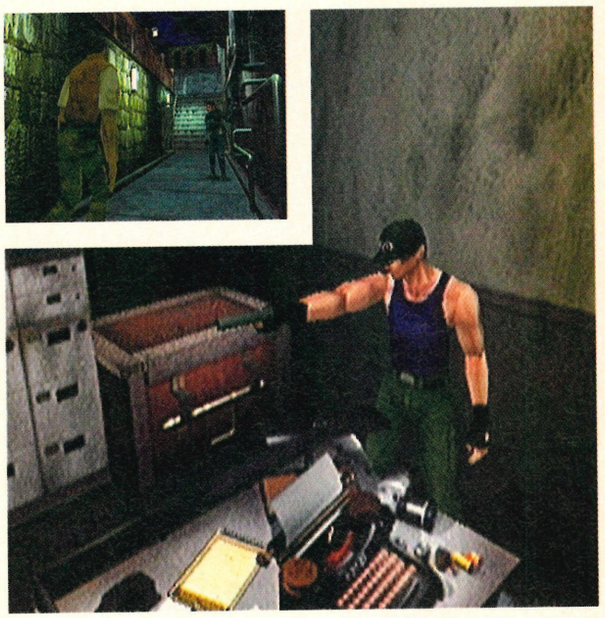
Once inside the Station, grab the bullets from the desk and go back outside, using the stairs to access the underpass. There's a mega-strong zombie here – kill him and then search his body for the Special Key.

Now continue through the game as normal and make it to the Dark Room; use the key on the cupboard to the right of the door to get a new costume!

Secret Weapons

To access the assorted secret weapons, you'll need to complete various parts of the game in a certain time with a particular ranking using either character. In each instance, the new weapon will appear in the next game you play inside the first Storage Box.

- Machine Gun – complete the first scenario in under three hours with an A or B rank.
- Rocket Launcher – complete the first scenario in under two and a half hours with an A or B rank.
- Gatling Gun – complete the second scenario in under two and a half hours with an A or B rank.



CONTROLS

All the controls you'll need to vanquish the undead!

Scenario A

chapter one

Racoon City Streets

› Ignore the zombies at the start – turn around and run down the street instead, dashing down the alley and zigzagging past the undead before ducking through the door into the gun shop.

› Chat to the shopkeeper, then grab the two ammo boxes from behind each counter. When the zombies attack, just leg it through the back door into the alley.

› Run along the alley and around to the basketball court – shoot the zombies through the fence then dash to the end and grab the ammo in the truck. Shoot the zombies that appear, then run through the gate and across to the door opposite.

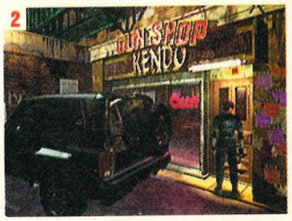
› Climb the stairs and run across to the other side, grab the ammo from the dustbin and then climb up onto the dumpster. Blast the female zombie and drop down, then make a dash for the door at the far end.

› Run past the feasting zombies and enter the bus on the right. Collect the ammo on the seat then blast the crawling zombie before taking out the one at the end and leaving the bus by the doors behind him.

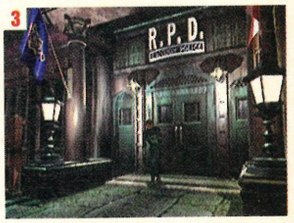
› Watch out! Try to dodge past the massive swarm of zombies and enter the gate on the left. Now run to the end and take the stairs to the underpass, climbing up again to reach the front doors of the Police Station.

1

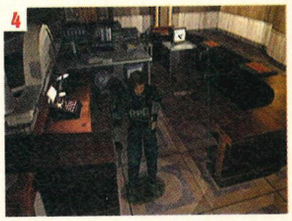
2



3



4



[1] As you can tell, there are zombies to avoided right from the very start of the game! [2] The Kendo Gun Shop is a good place to grab some much needed ammunition. [3] Here's the Police Station – you'll be spending much of the game in here. [4] Don't forget that there's usually an Ink Ribbon lying near the typewriters!

chapter two

Racoon City Police Station

› Run up the ramp to the left and enter the second door along. Talk to the cop and collect the Blue Key Card, then return to the main entrance hall.

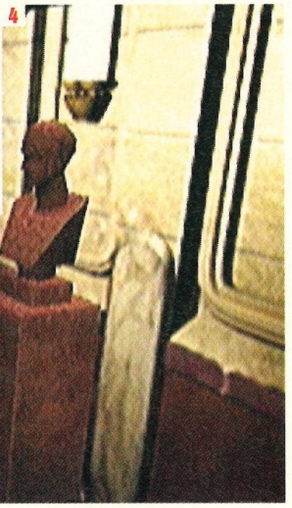
› Go around the desk and grab the ammo, then use the Blue Key Card on the computer to unlock the two double doors. Collect the Ink Ribbon (using the typewriter to save if you want) and go through the double doors on the left.

› Drop the Combat Knife and Ink Ribbon in the Storage Box before picking up the note on the sofa. Run around the wooden barrier and go through the door into the next corridor.

› Sprint down the passage and search the dead guard for ammo, then move forward and be ready for the Licker

continued ›

continued>



[1] Ooh, come and give me a kiss – no tongue! [2] Lighting the fireplace is always a good idea. [3] You never know what might be behind the door! [4] Moving these big statues is hard work!

that drops down from the ceiling. Blast him and then run forward and collect the Green Herb.

Leon

› In the next corridor, run around and enter the door on the right. Go through into the back room and use the Lighter on the fireplace there to get the Red Jewel before going back outside.

› Watch out through the door at the end! Kill the zombie on the right, then walk backwards while blasting the others. Run around the corner and get the Herbs, then enter the door and place them in the Storage Box.

› Grab the ammo from the draw and leave. Climb the stairs and run to the statue area at the end. Move the two statues so that the bronze one is on the right and the silver one is on the left. Collect the Red Jewel then leave through the door.

› Kill the two cop zombies then run down the passage and enter the door on the left – this is the STARS office. Search the room and pick up the first aid spray, diary and Unicorn Medal; check the cupboard for another weapon (the Shotgun for Leon, the Grenade Launcher for Claire) before leaving again.

› Head back to the main entrance hall; watch out for the zombies trying to grab you through the windows! Place the Unicorn Medal in the fountain plaque to receive the Spade Key.

› Return to where you fought the Licker and enter the File Room that is on the right. Push the steps behind the shelves and climb them to collect the Crank located on top of the cupboard, then go back outside.

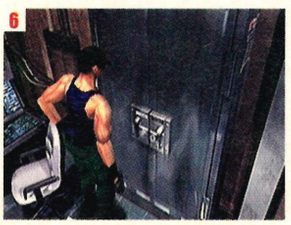
› Go back to the door to the STARS office and run past it to the end of the corridor. Go through the door and kill all the zombies, then run right and go into the Library.

› Climb the stairs and follow the walkway until you fall through. Hit the switch and go through the gap then press the switches on the two left-hand shelves, moving them right each time. Grab the item that appears (Bishop Plug for Leon, Serpent Stone for Claire) and exit through the double doors at the back.

› Kill all the zombies on the balcony and walk around to the other side, activating the emergency ladder as you go. Go through the door and store any unwanted items in the box before saving the game.

Leon

› Collect the Small Key from the sofa and go all the way back to the area before the Library. Use the Small Key on the desk next to the Library door to open the draw – collect the Handgun Parts inside and combine them with your gun to make it extra strong! Now go back to the



[5] Remember – you don't have to kill the zombies. Run past them! [6] Come on Claire – I know you're hiding in there! [7] Keep away from these reaching hands!

room beyond the balcony.

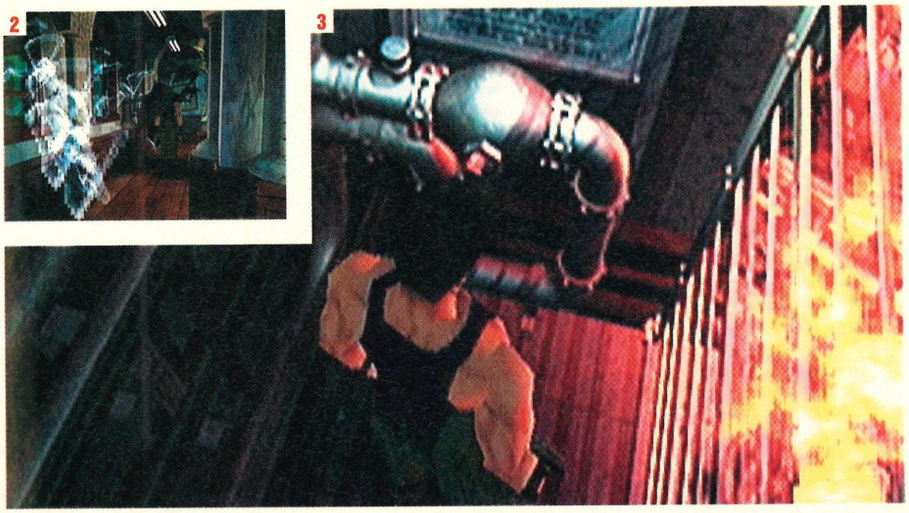
Claire

› Look over at the sofa and pick up the Lighter, then head back to the Briefing Room and go into the back room. Light the fire with the Lighter and collect the Red Jewel that appears, then return to the room beyond the balcony.

› Cross to the door opposite and then quickly turn right once you're through it, dashing for the door in the corner. Enter the passage and kill the crows, then dash past the body and the birds that smash through the windows to reach the door at the end.
› Cross the roof and go down the stairs, dodging around the zombies at the bottom to find another door around the corner. Collect the Valve Handle from inside (as well as the Bowgun if you're playing as Claire) and then return to the roof via the stairs outside.
› Use the Valve Handle on the pipe around the corner from the flaming helicopter to release the water and dowse the flames. Now retrace your steps back through the crow passage to get to the Storage Box room.

1

2


3

› Grab both Red Jewels and return to the junction passage, this time going left toward the wreckage. Kill the zombies and enter the door to the right, using the Jewels on the wall panels to receive another special item (King Plug for Leon, Jaguar Stone for Claire).
› Pick up the Diamond Key from the left of the statue then go all the way back through the Police Station until you reach the bottom of the stairs past the statue area. Equip a powerful gun and enter the door at the far end of the passage, killing all the zombies inside.

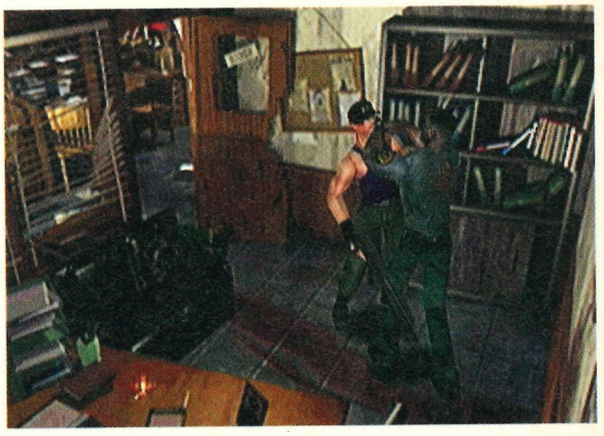
Leon

› Grab the ammo from the weapons draw and go through the door on the left. Enter the small office and kill the cop when he becomes a zombie, then collect the Heart Key from the desk and leave the area through the door located on the left.

Claire

› Use the Lockpick on the draw at the end to get the Plastic Explosives and then enter the door on the left. Kill all the zombies and enter the small office, grabbing the Detonators from the desk. Combine this with the Explosives to make a bomb and then go through into the main entrance hall.
› Head for the corridor with the wrecked helicopter in it and blow the door on the left open with the bomb. Go through into the Police Chief's office – once you've spoken to him, leave via the door to the left of where you came in.
› Follow the corridor past the stuffed tiger to the Trophy Room. Meet Sherry in the room beyond the curtains and then go back to the Police Chief's office. Grab the Heart Key from his desk and then head back to the main entrance hall.

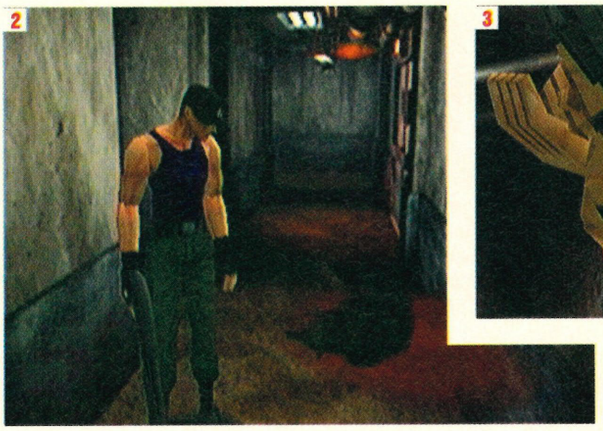
› Cross the entrance hall and equip your best weapon before going through the small door that is on the right of the main entrance. Blow away all of the zombies and go through the blue doors on the right.
› Blast some more zombies, then enter the office and open the safe with the combination '2236'. Return to the main corridor and turn right, following the passage to the next door.
› Kill the zombies and follow the passage, entering the first grey door on the right. Pick up the Cord and the special item (Rook Plug for Leon, Eagle Stone for Claire), then kill the Licker that smashes through the mirror to get you. Leave the room and return to the office where you opened the safe.
› Go past the office into a small corridor and turn left, opening the door at the end with the Heart Key. Run down

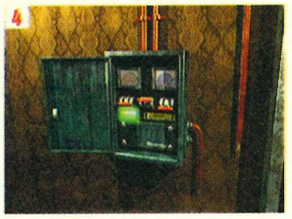


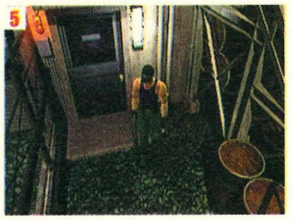
[1] You ain't taking me alive, copper! [2] Argh! It's just like that film, the one with all the birds! [3] You'll need something else to turn that swtich and douse the flames...

continued›

continued







[1] Talk about a hostile welcome – they want to eat your brains! **[2]** Putting these dogs down is the wise choice. **[3]** Ooh, the mysterious woman. Too bad she's a spy! **[4]** This is the control box for the shutters. Got any wire to make it work? **[5]** Take a breather – there are herbs in this outside area!

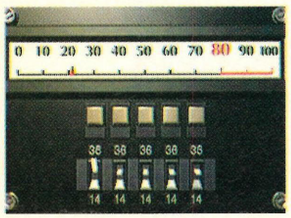
stairs – this lowers the shutters and stops zombies crawling through the windows later.

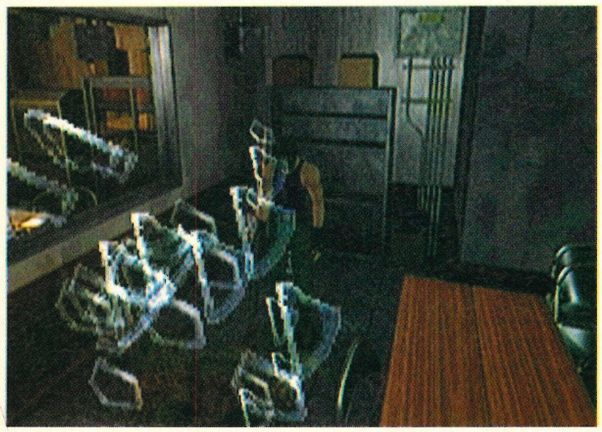
› Turn around and go down the steps to the basement – make sure you've got a full ammo clip handy!

chapter three
The Basement

› Walk slowly down the passage to the junction and carefully take out the two rabid dogs that attack from either side. Turn right and enter the brown doors into the Generator Room.

› Find the control panel and activate the switches in this order: On, Off, On, On, Off.





This turns on the power to the ID Card reader outside – collect the map from the shelf on the right and then return to the main corridor.

Leon

› Turn right again and head through the door at the end of the passage. Talk to Ada when she appears and help her move the truck aside to access the Police Cells.

› Inside, go to the end of the corridor and turn left through the gate. Talk to Ben and grab the Manhole Opener before returning to the passage outside. Enter the first door on the left and run straight forward, using the Manhole Opener on the cover to exit the kennels.

› Blow the spiders away and climb the steps at the end of the watery passage. Enter the Storage Room on the left (save your game and dump any items you don't need), then leave and check out the door marked 'Septic Pool' – when you leave again, you'll meet Ada once more. Once you've spoken to her, she'll climb through a gap and you'll be in control of her.

› Run through the door and blast the waiting dogs, then cross the bridge and enter the door on the left. Drop into the pit and move the boxes so that they form a horizontal line across the back wall – now climb out again and hit the switch to flood the room. Cross the crates and grab the Club Key, then leg it back to where Leon is.

Claire

› Follow the path and turn left at the junction, going through the double doors at the end. Run through this area, killing the dogs that appear and climbing down the ladder into the manhole.

› Go into the door on the left and then leave again to meet Sherry. Once you have chatted to her, she'll quickly run off and climb through a hole – you will now be in control of Sherry.

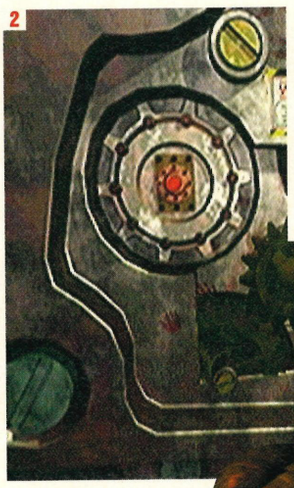
› Use the lift to go up then dodge in and out of the zombies as you dash across to the door on the right. Go inside and move the boxes as before so that when you hit the switch, you can cross over and get the Club Key. Now run back and go down in the lift again to regain control of Claire.

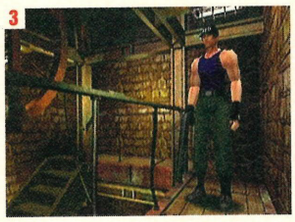
› Pick up the Club Key and run back to the corridor beyond the Parking Lot (watch out for the Licker!). Enter the double doors on the right near the end to find the Morgue – collect the Red Card Key and kill all the zombies that come to life.

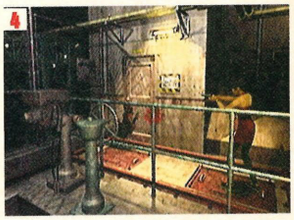
› Exit the Morgue and use the Red Card Key on the ID Card reader on the right. Enter the Weapons Room and collect all the ammo as well as the Sidepack – leave the Machine Gun though as you'll need it much later!

› Return to the top of the stairs in the Police Station near the metal shutters. Open the door near the stairs and go inside, grabbing the items from the bedside table (the Magnum for Leon, Acid Rounds for Claire). Now return to the passage near the Interrogation Room.

› Unlock the door at the end of the passage and enter the Press Room. Kill the Licker







[1] This is the Press Room. Nice, isn't it? [2] To get this clock to work... [3] ...you need to get upstairs. [4] Kill the dogs quickly! [5] I hate spiders! Argh!

and use the Lighter on the furnace in the corner, then light the torches in this order: 12, 13, 11. Collect the Gold Cog and then leave.

› Make your way back to the Library, stopping at a Storage Box on the way to pick up the Crank. Climb the stairs and go through the door at the top, turning right on the top balcony to find another door.

› Enter and use the Crank on the right to lower the steps. Climb up and place the Gold Cog in the mechanism and then press the button to open the wall.

Leon

› Grab the Knight Plug and drop down into the cells again. Talk to Ben and watch him die before heading back to the Septic Pool area. Nip into the Storage Room and grab the other three Plugs as well as some heavy weaponry, then go back outside and enter the Pool Room.

Claire

› Grab the other half of the Jaguar Stone – combine it with the first half to make the complete stone. All three stones in hand, run back to the Police Chief's office and set them in the plaque behind his desk. When the secret door opens, go through and grab the note before going down on the lift. Talk to the Chief and when he dies, go down the ladder to the lower walkway.

BOSS FIGHT Mutant Chestburster

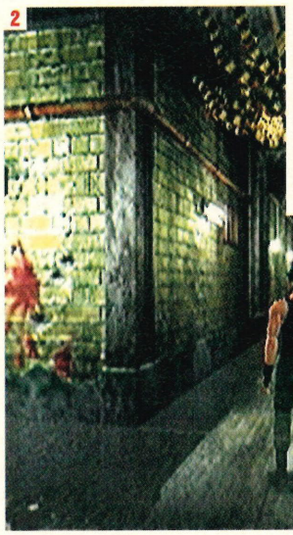
› Whip out the heavy guns and lay into this beast – the Magnum or some Acid Rounds will lay him flat in a couple of blasts. Be sure to watch out for the little weevils that he spews in your direction as they can cause some nasty damage. Try to wipe them out with your Handgun before returning to heavy fire and killing the beast – if the weevils latch onto you, frantically press the D-pad to shake them off.

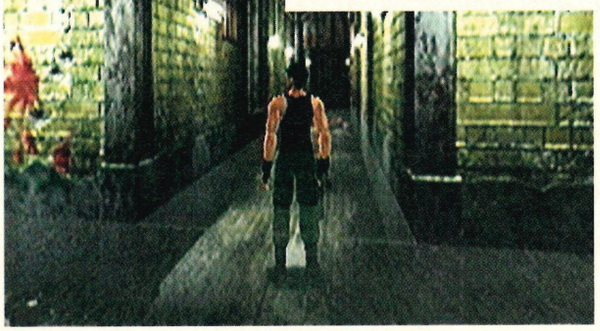
continued ›

walkthrough

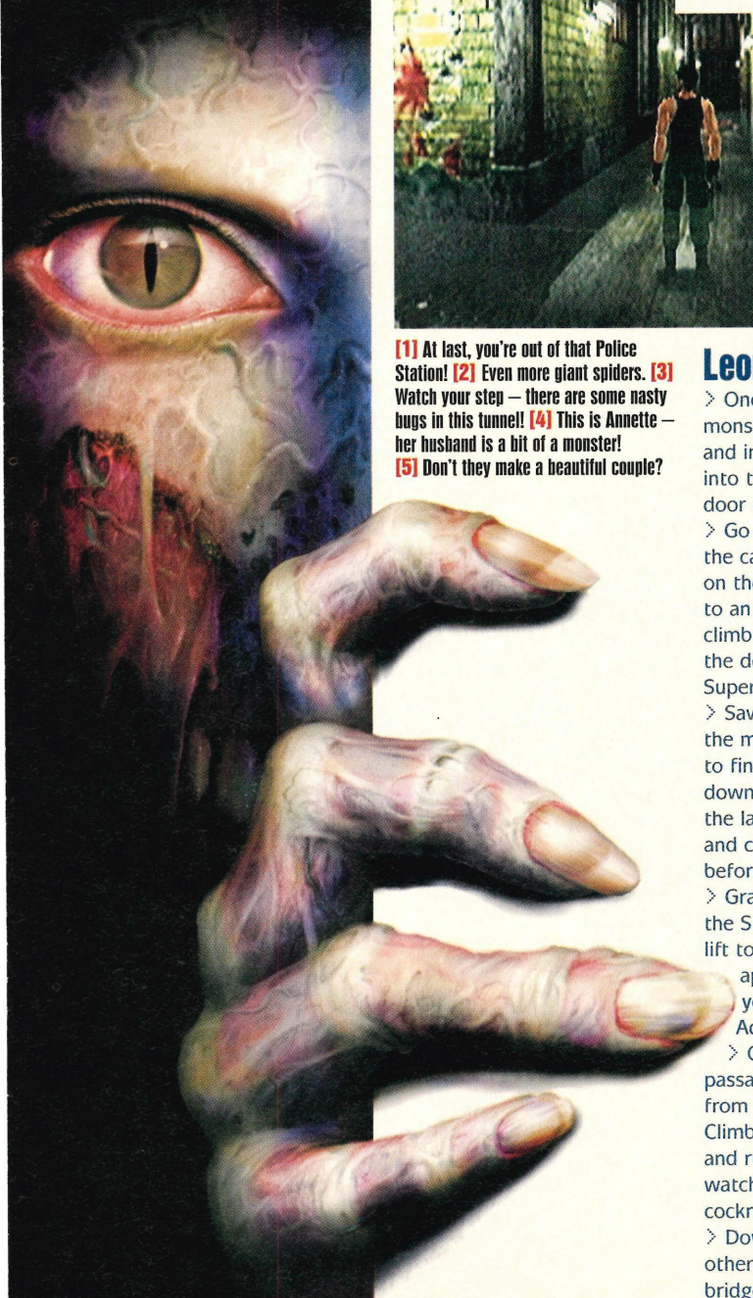
Resident Evil 2

continued





[1] At last, you're out of that Police Station! **[2]** Even more giant spiders. **[3]** Watch your step – there are some nasty bugs in this tunnel! **[4]** This is Annette – her husband is a bit of a monster! **[5]** Don't they make a beautiful couple?



Leon

› Once you've killed the monster, run over the bridge and insert all four Chess Plugs into the panel to open the door out of here.

› Go down the steps and into the canal, entering the door on the left. Follow the water to an opening that you can climb into, then go through the door to find the Supervisor's Office.

› Save the game and move the metal cabinet to one side to find a door. Open it, climb down the ladder, then light the lantern with the Lighter and collect all the ammo before returning to the office.

› Grab the Valve Handle from the Storage Box and use the lift to go down. Once Annette appears and shoots Leon, you will be in control of Ada again.

› Chase Annette down the passage, grabbing the map from the wall on the way. Climb the ladder on the left and run through the vent, watching out for the cockroaches that attack you.

› Down the ladder on the other side, run over to the bridge to find Annette. Ada will knock Annette over the railings – now cross the bridge and use the ladder to drop into the main sewer. At this point, you'll go back to controlling Leon.

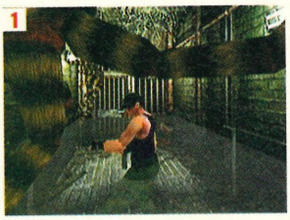
› Take the path into the sewer and run over to the alcove near the ladder – search the bodies to find a Wolf Medal. Turn around and head down the sewer, killing the spiders as you go.

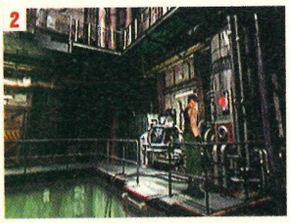
Claire

› Once the monster is dead, go back to the Police Chief's office and collect Sherry before returning to the sewer. Head through the watery passages until Sherry gets sucked into the drain – you'll now take control of her again.

› With Sherry, head for the lower Storage Room and dodge the zombie, then duck into the ventilation shaft set low in the wall. Try to avoid all the insects and leg it to the end of the passage. When you reach the Trash Compactor area at the end, grab the Wolf Medal to regain control of Claire.

› Head for the Supervisor's Office and grab the Valve Handle from the box before taking the lift down into the





[1] It's coming right for us! **[2]** Make sure you've got the Valve Handle when you get here! **[3]** You're going to need two medals to get past this problem...

sewer. Follow the sewer along, killing the spiders as you go – grab the Flame Rounds from the bodies in the alcove and keep going until you reach a dead end.

› When you reach the waterfall, place the Wolf Medal in the panel on the right before entering the doors opposite. Use the Valve Handle on the slot to lower the bridge, then raise it again once you've crossed to the other side.

› Go through the door and follow the passage to the chamber at the end. You'll be able to see into the Trash Compactor but before you can go inside, another monster attacks you!

Leon

› Run back to the Trash Compactor and open the door before running over to meet Ada. Climb the ladder and check the corpse in the Control Area – you will find an Eagle Medal there.

Claire

› Run back to the Trash Compactor and open the door before running over to meet Sherry. Grab the Wolf Medal and then climb the ladder and check the corpse in the Control Area – you will find an Eagle Medal there.

› Make your way back through the alligator passage and across the bridge to reach the waterfall again. Place the Eagle Medal in the panel to shut off the water, then go through the door behind it.

› Run down the passage until you reach the cable car station – turn on the power with the panel on the right, then enter through the door on the left.

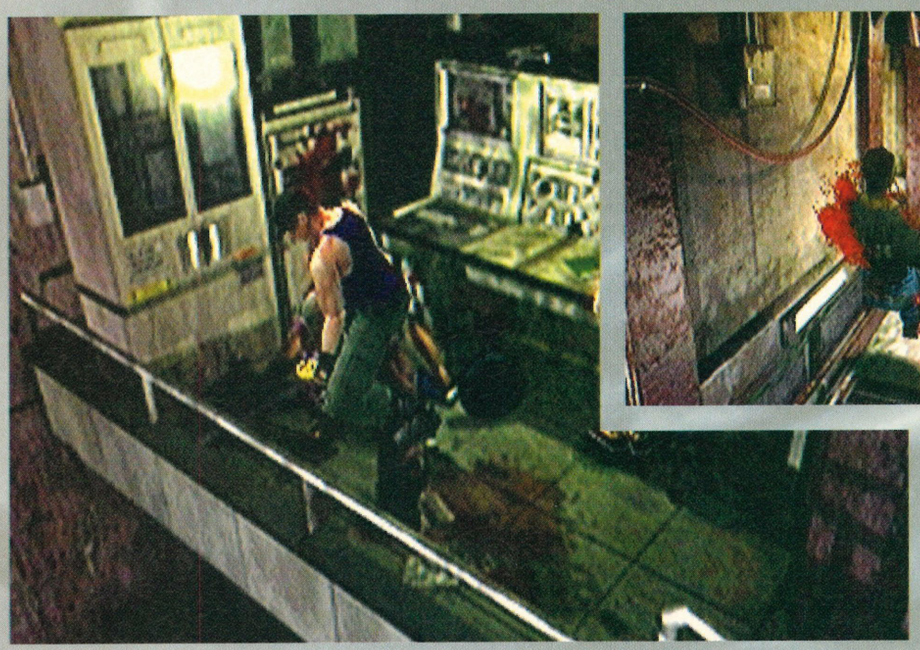
continued›

BOSS FIGHT Mutant Alligator

› Killing the giant alligator is easy as long as you use the right method. Run down the passage and examine the yellow panel to release an oxygen tank – now back off and wait until the alligator approaches. He'll swallow it whole and then all you have to do is fire one shot at the tank to blow his head clean off!

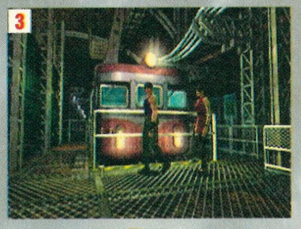
walkthrough

continued>



1

2



3

[1] Cor, just look at that blood fly – he's going to need a Band-Aid after that one! **[2]** Watch out for the giant claw that attacks while you're in the Cable Car – let Ada deal with it. **[3]** Remember to turn on the power before trying to get in the transport to the lab!

This will take you on a short ride to the Laboratory.

chapter four

The Laboratory

> Leave the cable car and turn left, lighting the flare cannon with the Lighter. This highlights an object on the right – bend down and pick up the key, then go through the double doors behind you.

> Follow the passage, dispatching the zombies that appear on the way. Turn left at the junction and then search the body at the end for another weapon (Shotgun Parts for Leon, the Spark Shot for Claire).

> Turn around and take the other fork, following the passage and going through the doors until you climb a ladder to reach the Control Room. Collect the ammo and then save the game before leaving through the door.

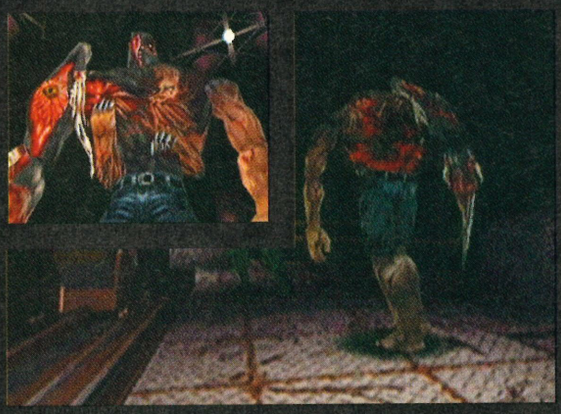
> Search the barrels for ammo, then run to the end of the shed and use the ladder on the left of the vehicle to reach the door. Collect the Control Panel Key from the driver's cabin before heading back outside.

> Use the Control Panel Key on the console to the right – this activates the power and makes the lift descend. When the cabin is attacked, go back outside onto the moving lift to face another monster.

> Once you've dropped either Ada or Sherry off in the Security Room, collect all the ammo and leave the room. Turn right and

BOSS FIGHT William Birkin

› Thanks to his G-Virus serum, William's not the man he used to be... in fact, he wants to rip your head off! Use a heavy weapon like your enhanced Shotgun or Grenade Launcher to stop him – keep moving when he gets close to prevent him hurting you. Try not to box yourself in and then when he starts moving slower, wait until he lowers his arms to deliver the killer shot!



go through the door that is ahead of you.

› Cross the walkway and pass through the tower, taking the blue path and turning left through the door at the end. At the end of the passage is the Cold Room – go inside and pick up the Fuse Casing from the rack in the far corner.

› Use the Fuse Casing on the glowing machine to create a Main Fuse, then return to the tower you passed through and use it on the central console to restore power to the lab.

› Take the red walkway, turn right through the door and enter the room at the end. Activate the BOW computer in the corner, then flame-grill the plant (using the Flame-thrower as Leon or some Flame Rounds as Claire) and climb through the vent.

› Kill the three Lickers and collect the ammo before leaving the room. Head over to the metal shutter and open it, frying the two plants behind it with more of your flaming firepower.

› Go through the door and down the ladder on the right. Enter the door and take out the two nasty Lickers, then head down the passage and through the door at the end.

› Grab the map from the terminal and drop any unwanted items in the Storage Box before going through the door – make sure you've got the W.Box Key with you!

› Head along the passage and go left to find another door. Inside the lab, use the W.Box Key on the lockers and you will find a nice bonus (Magnum Parts for Leon, Grenade Rounds for Claire).

› Continue into the lab and kill all the zombies, grabbing the Lab Key Card before leaving again. Run straight ahead and enter the door in the slimy tunnel at the end.

› Kill the giant moth and the weevils by the computer, then access the mainframe. Enter your User Name as 'GUEST' and register your fingerprint before heading back to the tower where you placed the fuse – watch out for the Licker on the way back!

Leon

› Take the blue walkway and go through the metal shutter beyond the door, registering your fingerprint on the panel. Now go through the door on the left and kill everything inside before collecting the MO Disc.

› Return to the corridor where you fought all the Lickers and use the MO Disc on the computer to open the big door on the right. Run down the passage and arm your best weapon, ready for the final battle.

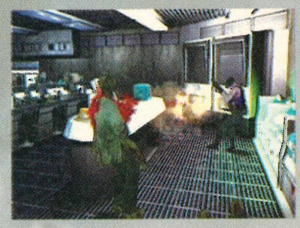
Claire

› Take the blue walkway and go through the metal shutter beyond the door, registering your fingerprint on the panel. Now go through the door on the left and turn on the lights. Collect a Vaccine Cartridge and place it in the VAM machine, then turn on the machine and collect the MO Disc. When the Base Vaccine is ready, remove it from the machine and leave the room.

› Head back to the Laboratory where you collected the Lab Key Card and place the Base Vaccine in the Vaccine Synthesis Machine. When the Final Vaccine is completed, take it and the MO Disc back to the passage where you fought all the Lickers.

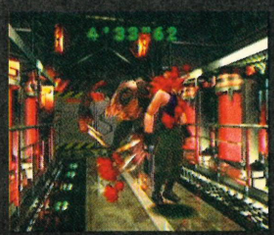
› Use the MO Disc on the computer halfway down the corridor – this opens the big door on the right. Run down the passage and arm your best weapon (the enhanced Magnum for Leon, the Grenade Launcher for Claire), ready for the final battle against William Birkin.

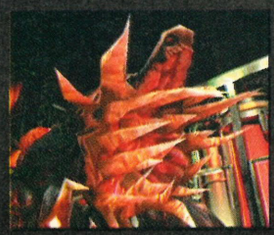
[1] You can't go in there with just a vest on – you'll catch a cold! [2] The action certainly picks up towards the end [3] Take the Main Fuse here to get the power going [4] Do you like your plants crispy?



BOSS FIGHT William Birkin (again)

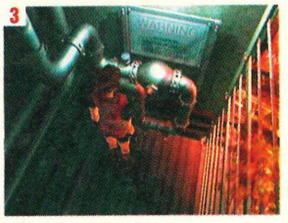
› Call the lift at the back of the room to make Birkin appear and then run back to the door you came in through. When the fight starts, you can just blast away with your best weapon as Birkin will move too slowly to reach you. When he falls though, he'll mutate and start to jump around the place – start running and keep blasting when you can to finish him off. Now enter the lift at the back of the room and run down the passage to the platform to watch the finale of the first mission.





continued ›

continued



[1] Right, time to start the other side of the story! [2] Shh... it's oh so quiet! [3] Now, what did we tell you about that Valve Handle? [4] Check his pockets – he might have some ammo on him!

Scenario B

chapter one

Racoon City Streets

› Run past the zombies and enter the gate on the far right. Turn right and go into the office at the end, then pick up the Cabin Key from the desk and run back outside to the door opposite. Unlock it and go through.

› Grab the ammo on the left and leave the shed by the door across from where you entered. Run around the alley and dodge the zombies, climbing the stairs up to the roof of the Police Station.

› After you've seen the helicopter crash, run around the corner and past the flaming wreckage. Go through the door on the left to enter the Police Station.

chapter two

Racoon City Police Station

› Kill all the crows and search the body for ammo, then leave through the door at the end. Quickly run past the Lickers into the next hallway, then grab the items and store any junk in the Storage Box.

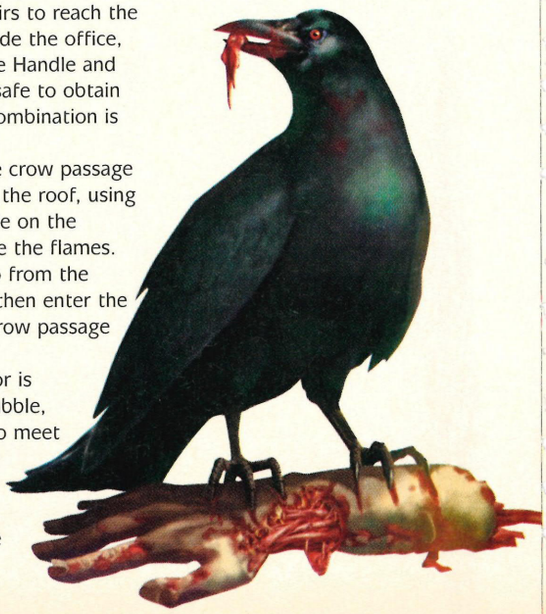
› Leave the room and run around the balcony, killing all the zombies on the other side. Collect the Unicorn Medal from the shield on the wall and then use the Emergency Ladder to reach the main entrance hall.

› Use the Unicorn Medal on the fountain to get the Spade Key, then collect the new weapon from the reception desk (Shotgun for Leon, Grenade Launcher for Claire). Climb back up the ladder and return to the crow passage.

› Go through the door directly ahead as you enter and use the stairs to reach the lower floor. Inside the office, collect the Valve Handle and then open the safe to obtain the map. The combination is still '2236'.

› Return to the crow passage and go back to the roof, using the Valve Handle on the faucet to dowse the flames. Grab the ammo from the helicopter and then enter the door into the crow passage again.

› Once the door is blocked with rubble, dash forward to meet the Tyrant! Lay into him with some heavy firepower as he



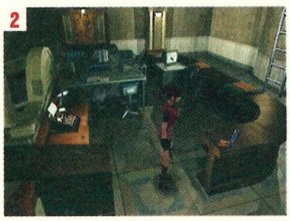
1

approaches and keep backing off until he goes down. Search him for ammo and leave into the Licker corridor.

› Thankfully, the Lickers will be gone – run to the end and enter the door on the right. Grab the Blue Key Card (watch out for the Licker dropping in from above!) and then head for the main entrance hall, using the card on the computer to unlock the doors.

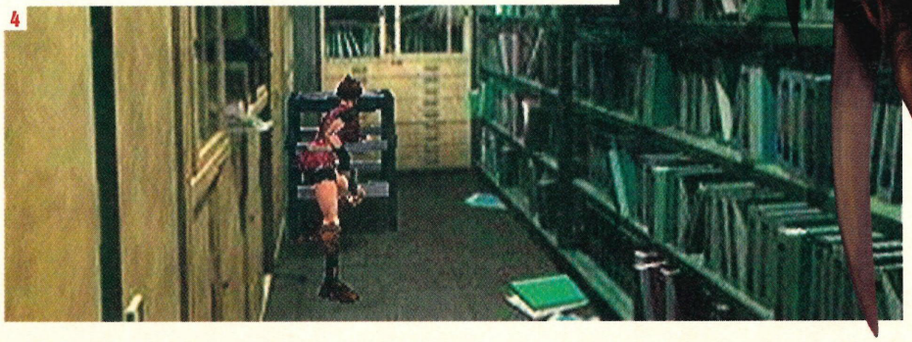
› Go through the double doors on the left and kill all the zombies, then store any unwanted items in the Storage Box and save the game before entering the next corridor.

2



3

4



Claire

› Use the Spade Key on the door halfway along and move the steps inside to reach the Lighter on top of the cupboard. Now go back outside to the main corridor.

› Continue down the corridor – kill the zombies bursting through the windows and enter the Briefing Room. Use the Lighter on the fireplace in the back to get the Red Jewel as before.

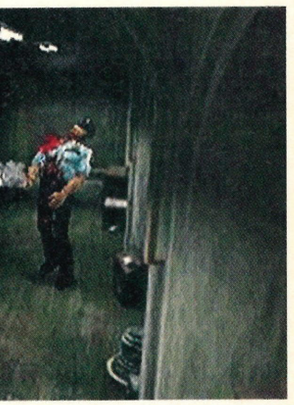
› Carry on heading through the Police Station, using the Storage Room under the stairs to drop off any useless items. Head upstairs and move the statues about as before in order to get the second Red Jewel.

› Head for the STARS office – check the cupboard for a new weapon (Magnum for Leon, Bowgun for Claire) and the Diamond Key from inside before returning to the corridor. Kill the zombie, then go into the lounge at the end and kill everything before running all the way back to the bottom of the stairs near the statue area.

Leon

› Slaughter the zombies inside the Weapons Room and grab the ammo from the weapons draw before going through the door on the left. Kill some more zombies and enter the small office, then collect the Heart Key from the desk and leave the area through the door on the left.

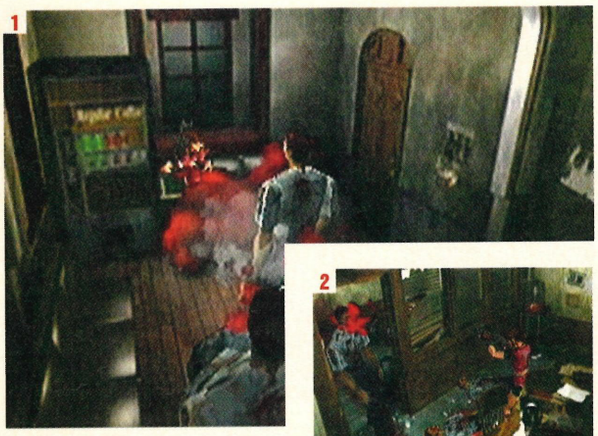
[1] No matter what you throw at Tyrant, he just keeps coming! [2] The doors are locked – you need the Blue Key Card. [3] Here it is; now get back to that computer! [4] You you need help to reach the top.

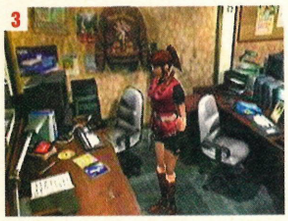


continued›

walkthrough

continued>





[1] This time around, the zombies are much tougher! [2] Hit them close up for more effect. [3] Ooh, what's this? It could come in handy! [4] Hey, what's up? I don't smell that bad, do I?

Claire

> Enter the Weapons Room at the end of the passage and collect the ammo inside. Use the Lockpick on the draw at the end to get the Plastic Explosives and then enter the door on the left.

> Kill all the zombies and enter the small office, grabbing the Detonators from the desk. Combine this with the Explosives to make a bomb and then go through into the main entrance hall.

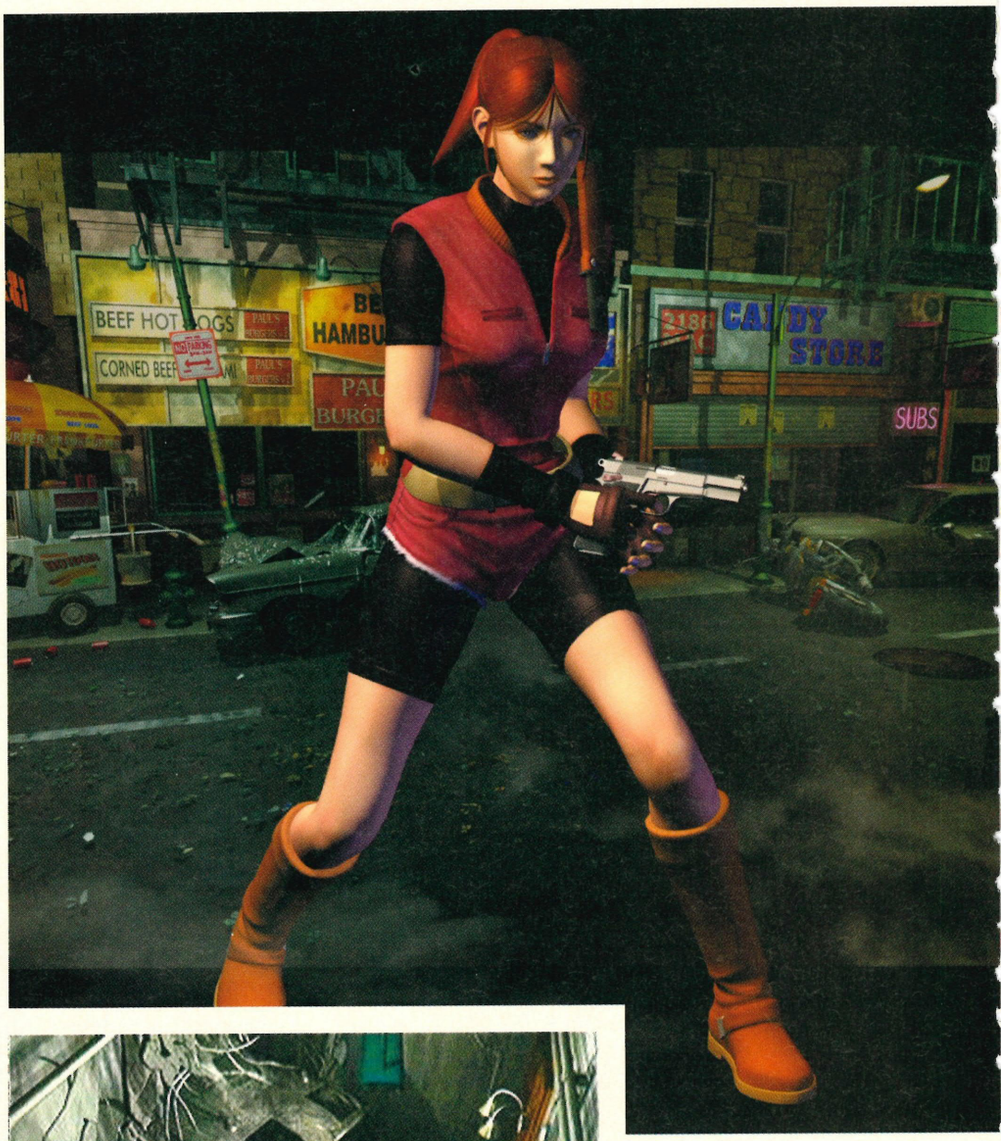
> Go through the small door opposite, blasting all the zombies with some heavy firepower. Enter the door at the end of the passage and follow the narrow corridor to the Interrogation Room.

> Go inside, collect the special item from the shelf (Rook Plug for Leon, Eagle Stone for Claire), then leave and head back to the corridor with the wrecked helicopter in it.

Leon

> Go into the door on the right and place the two Red Jewels in the busts to get the King Plug. Leave and run through the opposite passage, passing through the Police Chief's office and entering the private Art Room at the end of the corridor.

> Check the strongbox through the curtains to find the Crank. Now turn around and run back through the Police Station until you reach the office where you collected the Valve Handle and opened the safe.

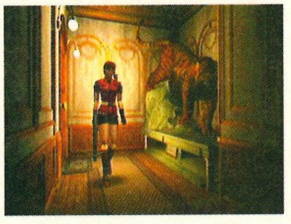


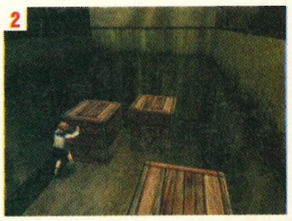
Claire

> Go into the door on the right and place the two Red Jewels in the busts to get the first half of the Jaguar Stone. Go back outside and place the bomb on the wreckage to blow it away, thereby clearing another exit.

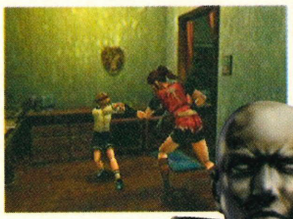
> Run through the opening and enter the Police Chief's office. After you've talked to him, go through the door on the left and dash past the stuffed tiger to the room at the end.

> Pass through the curtains and then hit the switch to turn on the lights – you'll





[1] Okay poochie... play dead! [2] The boxes start off like this... [3] ...and end up looking like this. Now wasn't that an easy puzzle? [4] Don't get hurt, Sherry!



meet Sherry Birkin here. Return to the Police Chief's office and pick up the Heart Key and Diary before heading back to the office where you collected the Valve Handle and opened the safe.

› Use the Heart Key on the door at the back to unlock it, then go through and kill the dog before going down the steps. Make sure you've got plenty of ammo ready for the next area.

chapter three
The Basement

› Go down the stairs, run to the junction and kill the dogs waiting for you. Go through the brown double doors that are to the right and activate the power by setting the switches in this order: On, Off, On, On, Off.

Leon

› Leave and turn right, heading through the door at the end of the passage. Talk to Ada when she appears and help her move the truck aside so that you can access the Police Cells.

› Inside, go to the end of the corridor and turn left through the gate. Talk to Ben and grab the Manhole Opener before returning to the passage outside. Enter the first door on the left and run straight forward, using the Manhole Opener on the cover to exit the kennels.

› Blow the spiders away and climb the steps at the end of the watery passage. Enter the Storage Room on the left (save your game and dump any items you don't need), then leave and check out the door marked 'Septic Pool' – when you leave again, you'll meet Ada once more. Once you've spoken to her, she'll climb through a gap and you'll be in control of her.

› Run through the door and blast the waiting dogs, then cross the bridge and enter the door on the left. Drop into the pit and move the boxes so that they form a horizontal line across the back wall – now climb out again and hit the switch to flood the room. Cross the crates and grab the Club Key, then leg it back to where Leon is.

Claire

› Go to the main corridor and turn right, running through the Parking Lot to the cell area. Kill the dogs and grab the Crank from in the Kennels.

› Retrace your steps and run back down the main corridor, going through the double doors at the end. Run through this area, killing the dogs and climbing down the ladder into the manhole.

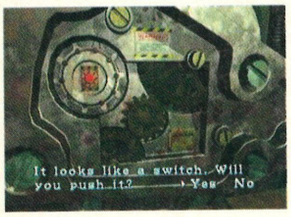
› Go through the doorway on the left then leave to meet Sherry. After chatting, she'll run off and go through a hole – you're now in control of her.

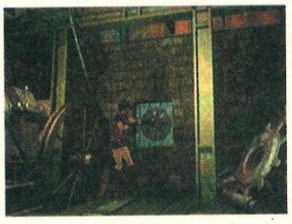
› Use the lift to go up and then

continued›

walkthrough RESIDE

continued>





dodge in and out of the zombies as you dash across to the door on the right. Go inside and move the boxes as before so that when you hit the switch, you can cross over and get the Club Key. Now run back and go down on the lift again in order to regain control of Claire.

› Grab the Club Key and then run all the way back to the main basement corridor. Enter the Morgue, killing the two Lickers and collecting the Red Key Card. Leave again and go to the card reader at the end of the passage, using the Red Key Card to access the Weapons Room.

› Check the cupboard and collect the Machine Gun, then grab all the ammo and go upstairs to the Police Station. Go through the door at the top of the stairs and collect the ammo then head for the Interrogation Room. Ignore it and go to the end of the corridor, using your Club Key to access the Press Room.

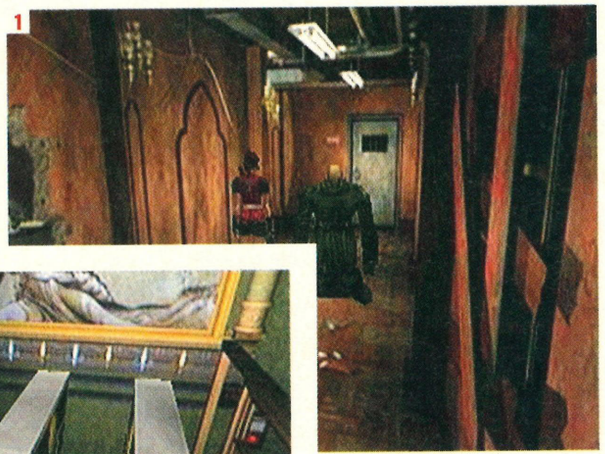
› Run to the end of the room and light the furnace, then hit the switches in this order: 12, 13, 11. When you move to collect the Cog that drops out, the Tyrant will burst through the wall – use the desk to keep him at bay and lay into him with the Machine Gun until he goes down.

› Pick up the Cog and leave the room, running back down the corridor to the main entrance hall. Watch out near the end of the passage; the Tyrant comes back! Dash back and let him have some more Machine Gun lead before continuing on your way.

› Climb the Emergency Ladder to reach the upper balcony, kill the Licker and then turn right and run to the room at the end to grab the Crank from the Storage Box if you haven't already got it. Return to the balcony and cross to the other side, passing through the double doors into the Library.

› Head for the upper level and run to the end, falling through the planks into the small area below. Move the bookshelves in the same way you did before and then collect the special item from behind the plaque (Bishop Plug for Leon, Serpent Stone for Claire).

› Go up the steps again and through the door on the right, running left along the balcony to the door at the end. Use the Crank to lower the steps, then insert the Cog into the clock and press the switch to open a secret door in the wall.



[1] Search the Tyrant after you kill him for some valuable ammo! [2] By moving these bookshelves as before, you'll get another special item. [3] Well, we told you that he doesn't give up! [4] Don't jump down the chute this time around.

Leon

> Grab the Knight Plug, then jump down the ventilation shaft and head back to the cells. Check on Ben (who's now dying) and then go to the Kennels and climb into the manhole.
> Head back to the Septic Pool area. Nip into the Storage Room first and grab the other three Plugs as well as some heavy weaponry, then go back outside and enter the Pool Room.

Claire

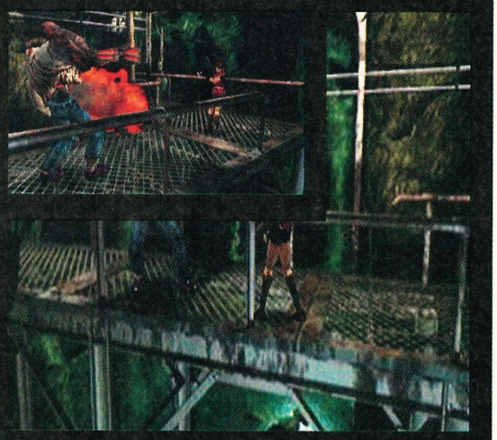
> Once you've collected the other half of the Jaguar Stone, head back towards the Library. Watch out when you reach the end of the balcony – the Tyrant doesn't want to give up! Quickly blast him with the Machine Gun again and then make your way back to the Police Chief's office.
> Place the three stones in the panel behind the Police Chief's desk. When the secret door opens, go through and grab the note then go down on the lift. Talk to the Chief in the Taxidermy Room and when he dies, go down the ladder to the lower walkway.

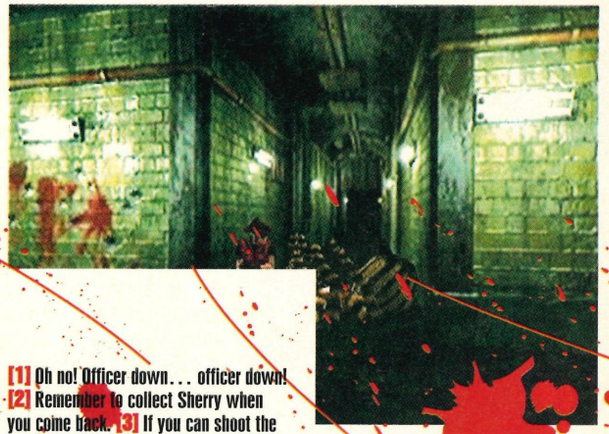
Leon

> Once you've killed the monster, run over the bridge and insert all four Chess Plugs into the panel to open the door out of there.
> Go down the steps and into the canal, entering the door on the left. Follow the water to an opening that you can climb into, then go through the door to find the Supervisor's Office.
> Save the game and move the metal cabinet to one side to find a door. Open it and climb down the ladder, then light the lantern with the Lighter and collect all the ammo before heading back to the office.
> Grab the Valve Handle from the Storage Box and use the lift to go down. Once Annette appears and shoots Leon, you'll be in control of Ada once again.
> Chase Annette down the passage, grabbing the map from the wall on the way. Climb the ladder on the left and run through the vent, watching out for the cockroaches that attack you.
> Go down the ladder that is found on the other side and run over to the bridge to find Annette. Ada will knock Annette over the railings – now cross the bridge and use the ladder to drop into the main sewer. At this point, you'll go back to controlling Leon again.
> Take the path into the sewer and run over to the alcove near the ladder – search the bodies to find a Wolf Medal. Turn around and

BOSS FIGHT William Birkin

> This is an earlier version of William Birkin – he's not as mutated as he was when you met him. His main method of attack is to swing the metal pipe in your direction, so stay back and lay into him with some Acid Rounds or Magnum blasts. After four or five shots, he'll start going crazy; hit him once more and he'll fall off the walkway into the sewer below.



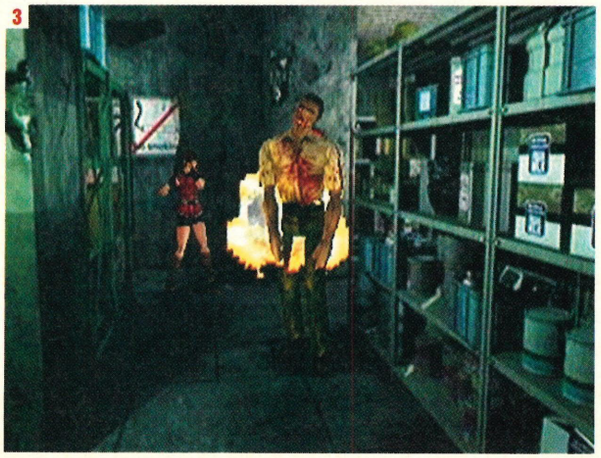


1

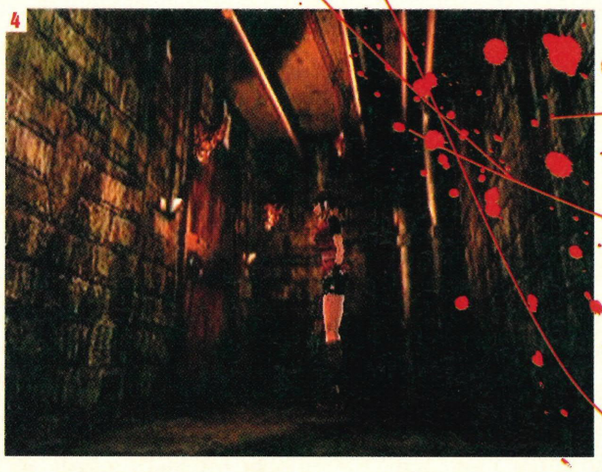
2

[1] Oh no! Officer down... officer down! **[2]** Remember to collect Sherry when you come back. **[3]** If you can shoot the zombies in the back, all the better! **[4]** The Chief's private torture room... eww!

3



4

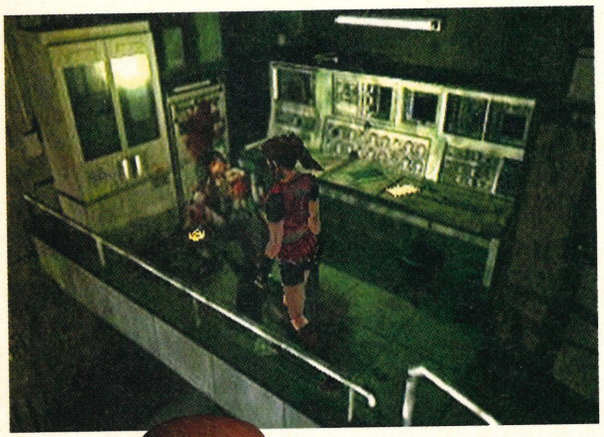


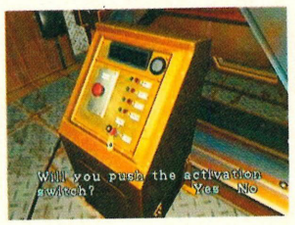
continued>

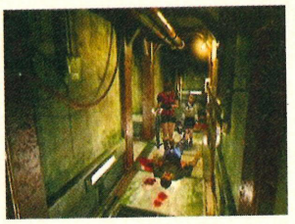
walkthrough

RESIDEN

continued>







head down the sewer, killing any Spiders that you come across as you go along.

Claire

› Once Birkin has disappeared, go back up to the Police Chief's office and collect Sherry. Now return to the walkway and hit the button on the right to lower the ladder and take you into the sewer – don't run too fast or you'll end up leaving Sherry behind!

› After Sherry has been sucked into the drain, follow the passages to the Supervisor's Office. Use the lift to go down and meet Leon in the corridor below, then head through the door on the left and make your way into the sewer.

› Turn left and search the bodies in the alcove to find a Wolf Medal. Now continue through the sewer, going through the gate to the far end. Watch out for those nasty Spiders!

› When you reach the waterfall, place the Wolf Medal in the panel on the right before entering the doors opposite. Use the Valve Handle on the slot to lower the bridge, then raise it again once you've crossed to the other side.

› Go through the door and follow the passage where you fought the alligator to the chamber at the end. Cross the Trash Compactor and climb the ladder, checking the corpse in the Control Area to find an Eagle Medal.

› Make your way back through the alligator passage and across the bridge to reach the waterfall again. Place the Eagle Medal in the panel to shut off the water, then go through the door behind it.

› Run down the passage until you reach the cable car station – call the car back with the panel on the right, then enter through the door on the left. This will take you on a brief ride to the laboratory.

chapter four
The Laboratory

› Leave the cable car and turn left, lighting the flare cannon with the Lighter. This highlights an object on the right – bend down and pick up the key, then go through the double doors that are behind you.

› Follow the passage, dispatching the zombies that you meet on the way. Turn left at the junction and search the body that is at the end for another weapon (Shotgun Parts for Leon, the Spark Shot for Claire).

› Turn around and take the other fork, following the passage and going through the doors until you climb a ladder to reach the Control Room. Collect the ammo and then save the game before leaving through the door.

› Run to the end of the shed and use the small lift to go down to the walkway below. Head right and go through the door, following the narrow passage to the console at the end.

› Collect the Control Panel Key and then turn on the monitor. Argh! It's the Tyrant! Whip out your Machine Gun and blast him until he eventually goes down and then search him for ammo before heading back to the Control Room.

› Use the Control Panel Key on the console to bring the lift back up, then go back outside and run to the left of the carriage. Press the button on the panel to start the lift moving back down again – when something lands on the roof, leave the carriage to investigate further.

BOSS FIGHT William Birkin

› This time around, the fight with William's going to be a bit tougher. Use a heavy weapon like your enhanced Shotgun or Grenade Launcher to stop him – keep moving when he gets close to prevent him hurting you. Watch out for when he raises his arms because if you're within striking distance, he'll try to claw you to death! Try not to box yourself in and then when he starts moving more slowly, wait until he lowers his arms to deliver the killer shot!

T EVIL 2

› Sadly, the power in the lift won't hold out for the whole journey – you'll have to get out halfway down and crawl through the vent around the back. Turn left when you land in the passage and go through the door.

› Go down on the first lift and then run right to find a second, smaller lift. Kill the three nasty Lickers and hit the switch to activate the Main Elevator – now run back to the corridor that you dropped into from the vent and use the lift to go to the lower level.

› Kill the zombies and turn right, then through the door ahead. Dash over the tower, down the blue walkway and exit through the door ahead.

› Turn left and enter the Cold Room, then pick up the Fuse Casing on the shelf and use it on the glowing machine to create the Main Fuse. Go back to the tower and place the Fuse in the central console to activate the power to the lab.

› Head down the red walkway and turn right through the door, entering the room at the end. Kill the zombies and collect the Lab Key Card, then leave the room and open the shutter that is on the left.

› Kill the plants and go through the door, climbing down the ladder on the other side and entering the next corridor. Kill some more vicious Lickers and continue along the passage to the Monitor Room.

› Grab the map from the console and save the game, then go through into the next passage and kill all the zombies. Enter Birkin's Lab on the left and blast everything inside before grabbing the Power Room Key from the table at the end.

› Go back to the passage outside and head for the room at the end – kill the giant moth inside and clear the desk of weevils before activating the computer. Enter your name as 'GUEST' and register your fingerprint before heading back to the Main Fuse tower.

› Head along the blue walkway and open the shutter through the door, using your fingerprint to access the Culture Experiment Room. Kill all the Lickers and grab the Machine Gun ammo. Go back to the Main Elevator and use it to go to the upper level.

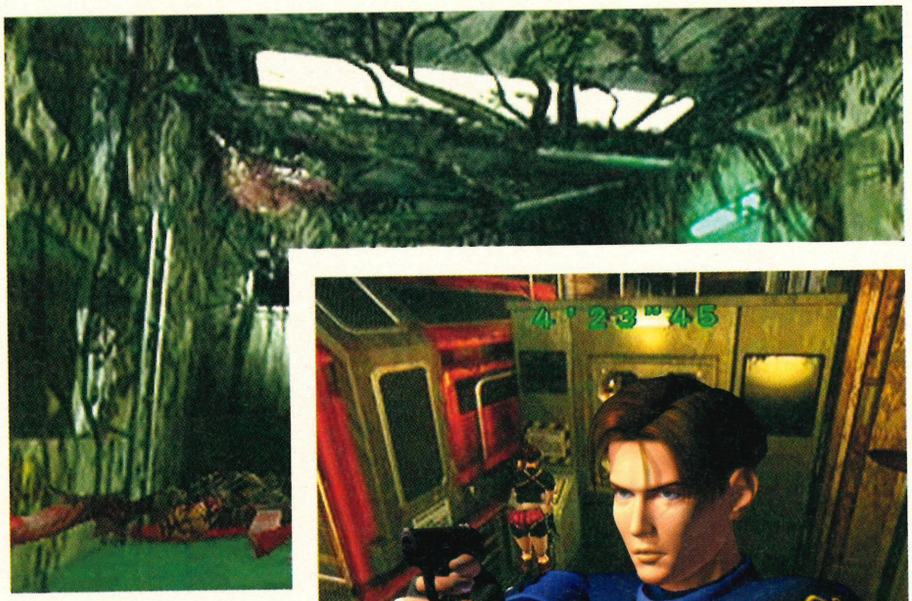
› Run along the corridor and go through the door at the end. Push the box onto the lift and go down, then move the box again so that you push it down the narrow walkway to the back of the room.

› Climb up on the box to reach the walkway above, then run over and unlock the door to the Power Room. Go inside and run onto the platform to meet the Tyrant – thankfully, you don't have to fight him... yet!

continued›

walkthrough

continued >



Leon

> Once you've got away from the Tyrant, pick up the Master Key from the floor and head back to the Security Room that is located near the Main Elevator on the lower level. Collect Sherry and then use the Master Key in the Main Elevator. This will activate the Emergency Escape Route.

Claire

> Once you've saved Sherry from the Tyrant, run all the way back and use the Main Elevator to reach the Main Fuse tower. When Annette dies, pick up the Master Key from her hand and lead Sherry back to the Main Elevator – use the Master Key here to unlock the Emergency Escape Route.

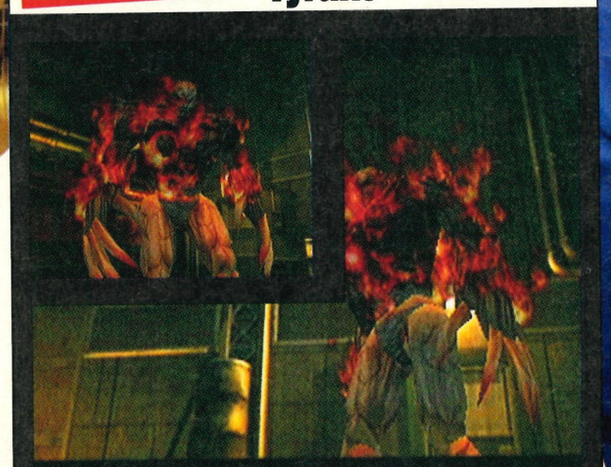
> When you eventually make it onto the train, run through the door on the right and head for the rear carriage. Collect the Platform Key and run back, exiting the train and going through the gate on the left.

> Climb the stairs on the right and run over to the opposite platform. Dash across from the stairs to the High Capacity Plug Storage and collect both plugs before running down the platform behind you.

> Go through the door at the end and use the High Capacity Plugs on the generator – this powers up the train enough for you to escape. Of course, around here things are never that easy... better get a big gun ready!

> Run all the way back along the platform and back to the train, killing zombies as you

BOSS FIGHT Tyrant



> You've shot him, blown him up and set him on fire with a vat of molten metal... now he's really mad! The Tyrant is one persistent geezer – time to finish him once and for all! Keep blasting him with the Machine Gun whenever you can; this won't be very often though as you'll spend most of your time running away from him! Make sure that you avoid his massive claw swipes and move as soon as he gets ready to dash; if he catches you more than twice, you're finished! Once you've damaged him enough or survived for what seems like an eternity, a mysterious figure will toss down a Rocket Launcher – dash over and pick it up (don't forget to equip it!) then let rip. You've only got two rockets so you can't afford to miss; when you land a successful strike, the Tyrant will be finished for good.

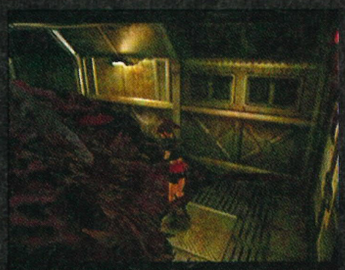
go. Before getting back inside the train, dash past it and hit the switch on the panel to open the gates – now go through into the train carriage and head straight for the driver's compartment.

› When you try to start the train, you'll find you won't be able to... that's because there's something else on the train with you! Run through the carriages to where you collected the Platform Key and you'll find out what it is – William Birkin (or what's left of him) is back!

[1] The train platform will be packed with zombies on the way back. [2] You'll need the Master Key to get any further. [3] See? We said there'd be more of them! [4] Take care going through doors – who knows what's behind them!

BOSS FIGHT William Birkin (for the last time... honest!)

› Considering this is the last fight, it's pretty easy as long as you've still got some reasonable weaponry on you. Whip out every weapon you've got and lay into him with all your remaining ammunition – he's so big, you can hardly miss! After you've blasted him with everything under the sun, he'll be reduced to a big sloppy mess; when this happens, the train will start moving and you'll finally make your escape!



players' guide

Worms Armageddon

essential information >
Dreamcast magazine says

"It is, to all intents and purposes, a case of kill or be killed!"

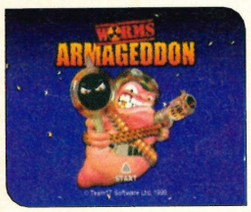
The worms return, but this time it's war! To help you get the most from your pink wriggly fella, check out this butt-kicking guide.

CONTROLS

Every worm for himself! You'll need these controls to come out on top!

- Move Camera About
- Perform Action (Bounce)
- Vertical Jump – tap twice for double jump
- Forward Jump (Fuse)
- Centre Camera
- Hold to use actions in brackets
- Weapons Inventory
- Pause/Unpause
- Move Worm About

essential information >
Dreamcast solutions
Worms Armageddon



Publisher	Hasbro Interactive
Developer	Team 17
Origin	UK
Price	£39.99
Genre	Shoot-'em-up

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

Techniques

Grenades

By using the L and R buttons, the bounce and timer on the grenade can be altered. The best setting is usually one or two seconds, with medium bounce. A grenade primed thus can hit a worm on the same vertical level a few screens away. Use the higher time settings when throwing a grenade over obstacles, or in a high arc. The five second timer can be useful if you want to lay a grenade next to the enemy, then flee before it explodes.

Rope Work

Before taking on your opponents it's a good idea to practice your Ninja Rope skills. Set the fall damage to zero, then get out your Rope and have some fun. One of the best things to learn is the Tarzan swing. To get across a huge cavern, swing, release A, then press A again to launch another Rope. Repeat as necessary to show off.

Most weapons can be fired from the Ninja Rope. Even if you're out of ammo, a worm on the end of a Rope can be a deadly weapon. By releasing A mid-swing, your worm will fly like a bullet, knocking any enemy worms off ledges. Don't swing too powerfully otherwise your worm will perish too.

Bazooka

Taking a massive 50 points of energy off for a direct hit, the Bazooka is one of the best weapons. It is affected by wind, so take this into account when firing – often, you can get round obstacles with it. The Bazooka shell usually has to travel at high speed before the wind takes effect, so it's pretty accurate at close range.

Homing Missile

This is similar to the Bazooka. After the target has been set, press A to speed it on its way. When making a long distance shot, it's a good idea to fire the missile high into the air using medium to maximum power. This way the shell will speed directly to its target when it runs out of power, and won't strike the intervening terrain.

Mortar

Not affected by the wind, the Mortar is useful for taking out groups of worms. The missile it fires releases a shower of sub-munitions which explode on contact with the ground. By firing the Mortar up at a steep angle on high power, it spreads sub-munitions over a wide area. If you target a piece of scenery next to a worm, the confined explosion of sub-munitions will cause an instant kill.

Shotgun

This is the most effective of all the guns. With two barrels of death and a wide spread of shot, the Shotgun has many uses. By firing directly you can blow holes in bridges. The Shotgun is the best close-range weapon as it does 25 points of damage with each shot, without your worm getting damaged in the blast. The enemy is also knocked backwards by the blast, so you can shoot them next to an oil barrel with the first shot, then take out the barrel with the second. The Shotgun is also useful for blasting through terrain.

Handgun

This is the worst weapon in the game. The Handgun fires six bullets in quick succession. The target cursor can be repositioned whilst firing. Each shot does a measly five points

of damage. Use the Handgun for menial tasks, like shooting mines out of the way or finishing off worms on low energy – it'll save you having to use your better weapons.

Uzi

Once triggered, the Uzi fires off a stream of bullets that cause up to 50 points of damage. The cursor can be repositioned during firing to spread the bullets over a wide area. This is a good way to set off multiple oil drums, or attack a large number of worms simultaneously. The constant stream of bullets can also push worms along the ground and off ledges or into mines.

Minigun

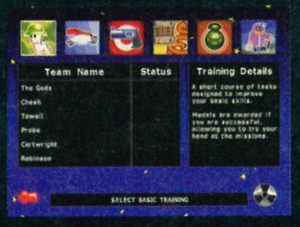
This is a great weapon to use on those dark-side bandits who like to tunnel beneath the ground and hide like scared rats. Simply walk up to the tunnel they're hiding in and aim the Minigun in their direction. If aimed correctly in a confined space, 100 points of damage can be inflicted, resulting in an instant kill.

RANKS

Attaining the Elite rank is the highest honour. Every time you win a match, your team moves up a rank. Losing, drawing, or quitting a match will result in the loss of a rank.

20. Elite
19. Superstar
18. Hero
17. Field Marshall
16. General
15. Major
14. Highly Distinguished
13. Distinguished
12. Veteran
11. Highly Competent
10. Competent
9. Fairly Competent
8. Above Average
7. Reasonable
6. Average
5. Below Average
4. Novice
3. Rookie
2. Inexperienced
1. Beginner
0. Absolute Beginner

Single Player Missions



Medals

If you manage to complete the single-player missions first time, you'll be given a Gold Medal. You'll also be awarded Gold if you complete a mission first time, after achieving a Bronze or Silver Medal on the same mission. Thereafter a Gold Medal will only be awarded every third mission you play.

During Gold Medal attempts, almost no crates will be dropped in to aid you – whereas on Silver or Bronze attempts, loads of stuff will be dropped in to make the mission that much easier.

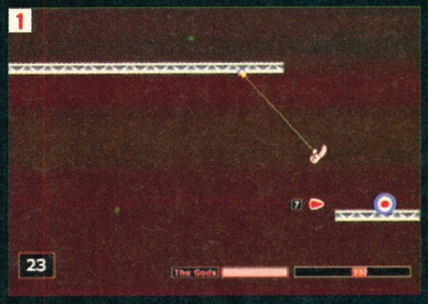
Death Match

As strategy master Sun Tzu once wrote, "Don't concern yourself totally with defence, nor totally with attack." This is true for playing *Worms*. At the start of the game, get one of your worms to tunnel underground to a safe place. Keep this guy out of harm's way. When it comes to his turn, either use him to drop air-strikes, or to burrow further beneath the ground. This is the defensive part of your strategy.

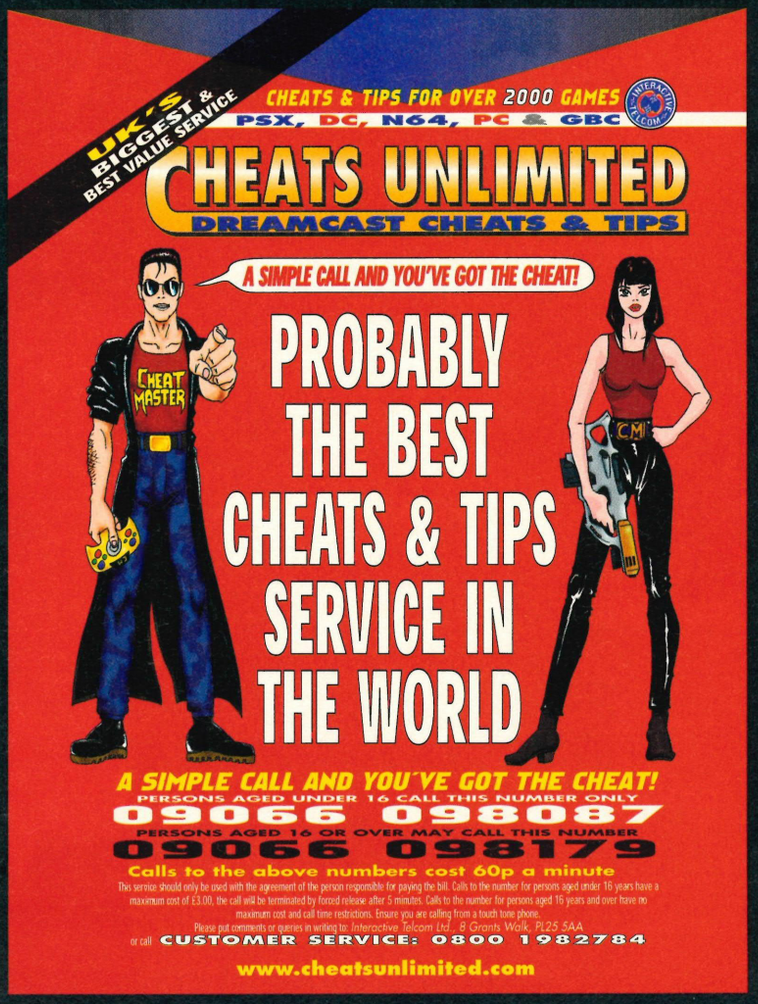
With your other three worms you can go for an all-out attack on the enemy. Try to choose attacks that damage more than one worm. The more you wear down the enemy, the more effective an air-strike will be. If your burrowed worm somehow ends up getting killed, use the teleport command to get one of your other guys to a safe place before re-commencing your assault.

When you are down to your last worm, keep him in cover. Use Grenades with five-second fuses to attack the enemy. This will give your worm ample time to seek cover before the Grenade goes off. Don't break cover until you are assured victory. Save the Jet Pack or the Ninja Rope for killing the last enemy worm. Use either of these devices or a Teleport to get in close, then wipe off his last bit of energy with a powerful attack.

Medals awarded during Training mode are given on the basis of how much time you have left after successfully completing a section. You begin each Training mission with a set amount of time. You can gain time by shooting targets or collecting crates, depending on the mission. The time left over at the end is then totalled up.

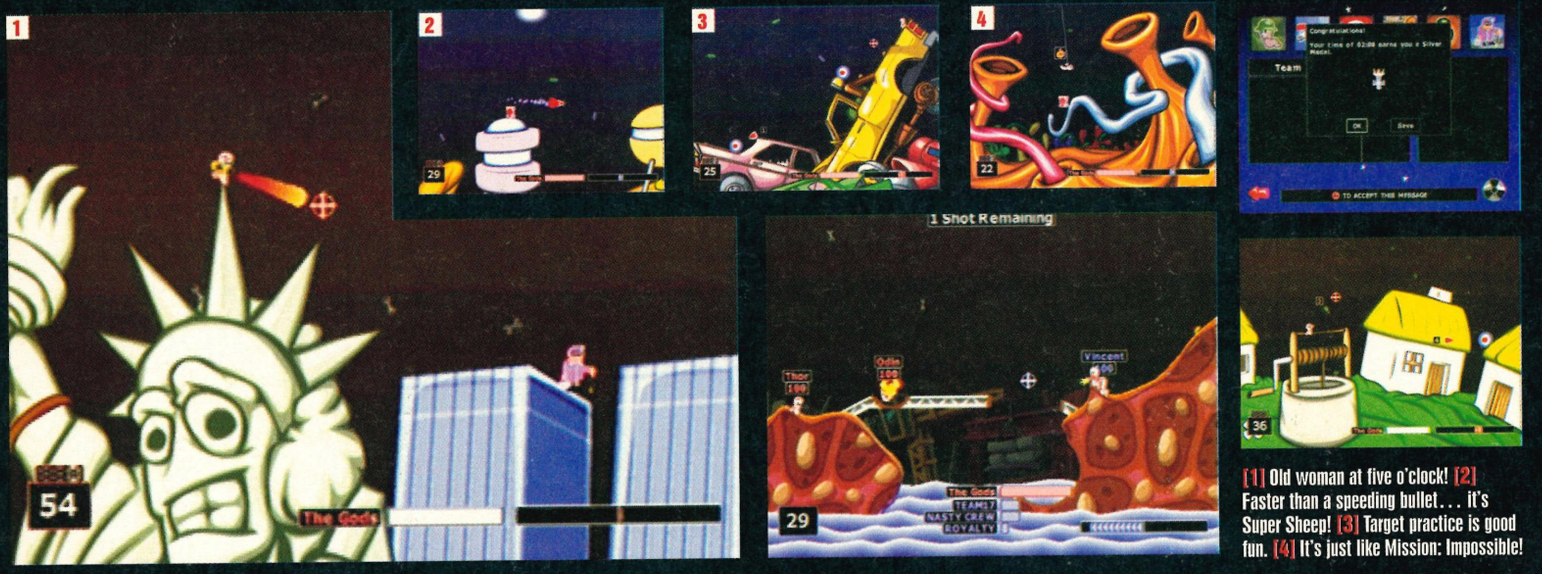


[1] This worm puts the 'Grr' in swinger, baby! [2] Anyone getting a craving for pumpkin pie? [3] Come on – your turn!



players' guide

continue >



[1] Old woman at five o'clock! [2] Faster than a speeding bullet... it's Super Sheep! [3] Target practice is good fun. [4] It's just like Mission: Impossible!

Training Mode

Super Sheep Racing

Start Time: 0.35
Bronze Time: 1.00
Silver Time: 1.30
Gold Time: 2.00

Try to keep your Sheep as close to the ground as possible, so you don't waste any time by unnecessarily flying about. Once you've played through this level a few times, you should notice that there's a pattern in the order that the crates appear. To save time, when a crate appears on the far left of the screen, it's better to collect the crates where you are; then crash your sheep and launch another to get the left-hand crates.

Rifle Range

Start Time: 0.45
Bronze Time: 1.00
Silver Time: 1.30
Gold Time: 2.00

Try and keep your worm still. It may be tempting to move towards targets for an easier shot, but it takes ages to get anywhere. If you really want to save time, try to shoot the crates as they drop in.

Crazy Crates

Start Time: 1.00
Bronze Time: 1.15
Silver Time: 1.50
Gold Time: 3.00

Once you have fired a Ninja Rope, try and stay on it as long as possible. Swing to reach other crates. Don't bounce off objects or fall from the Rope. You'll lose precious seconds trying to re-attach another Ninja Rope. Keep a continuous swinging motion going to help you reach the crates faster.

Artillery Range

Start Time: 50
Bronze Time: 1.00
Silver Time: 1.30
Gold Time: 2.00

Keep the fuse on your Grenades at one or two seconds. Any longer will waste time. Make sure that you throw your Grenades fast and low and they'll be as accurate as Bazooka shells. When you see a crate begin to drop in, try to anticipate where it is going to land then throw a one-second Grenade into its path.

Synthasy

A WOBBLY'Z COMPANY

Independent software specialists for U.K. Dreamcast.

Xchange — Swap Any Two Working DREAMCAST Titles Plus P&P For Another Of Your Choice

Buy — We Reward You With FREE CASH When You Buy Your Games From Us

Rent — A Fresh New Concept In DREAMCAST Game Rental

Contact us for a free price list

Tel/Fax 01438 369759

synthasy@uk.dreamcast.com

Dreamcast

DREAMCAST

Dreamcast

Console £185.99

Games £34.99

D.C Console
+
2 x Controllers
+
1 x Visual Memory
+
Any Game

Bundle price £ 255

Bundle packages are subject to P&P
All games ordered receive free delivery
WWW.WILRONS.COM

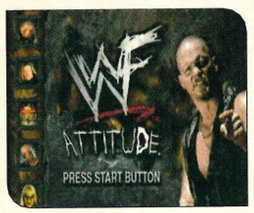
CALL WILRONS 0207-237-3342

players' guide

WWF Attitude

essential information >
Dreamcast solutions
WWF Attitude

Having trouble laying the smack-down? We've got the best guide to all the moves in WWF Attitude and that's the bottom line, 'cause DREAMCAST SOLUTIONS says so!



Publisher	Acclaim
Developer	Acclaim Sports
Origin	US
Price	£39.99
Genre	Sports

four players

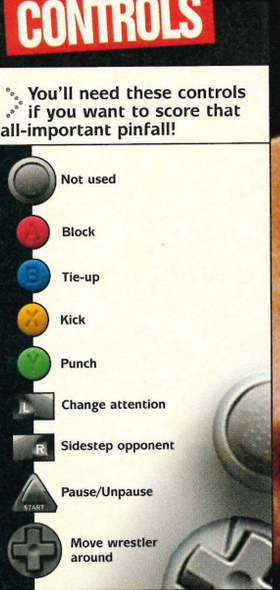
vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

You'll need these controls if you want to score that all-important pinfall!



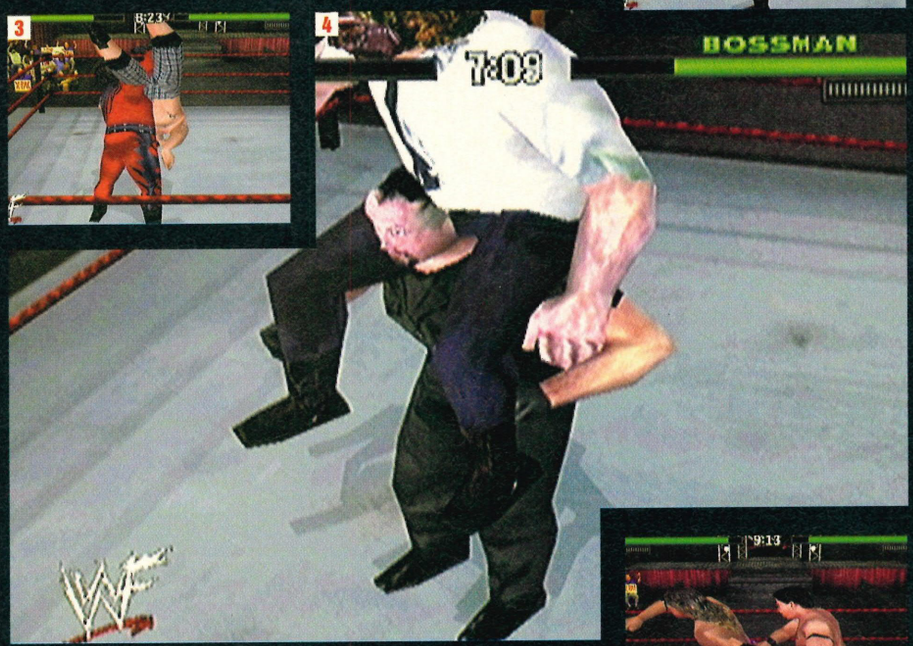
essential information >
Dreamcast magazine says

"Big, hairy Lycra freaks seek wrestling fans for some fun loving!"

How This Guide Works

>Some of this can seem a little confusing if you've never played a wrestling game before. Don't worry though because we're here to help you through – here are a few tips on how to use our guide and play to win!

>All the moves that are printed in BLUE are Signature Moves and can only be pulled off when your opponent's energy is Dark Yellow, Orange or Red.
>All moves printed in RED are Finishing Moves and can only be pulled off when your opponent's energy is Red. Use these to get the pin and look flash!
>If you get knocked down, you can pull off a move on your opponent as you're standing up by pressing the relevant directions and holding the right button as you stand. If the opponent is close enough and you time it right, you'll automatically go into the move when you get to your feet.



[1] D'Lo Brown with a big slam – that's gonna sting! [2] There are absolutely tons of moves for you to learn. [3] Don't mess with the big red machine! [4] I'm sure it's got to be my turn for a piggyback now!

Tips and Cheats

>All of the codes can be opened up by playing through the main Career mode of the game with any character. As you fight your way through the calender, you'll take part in various Pay-Per-View events.If you win the fight you're in, a cheat will be opened up for you. Try it and see!

Do This...	...To Get This
Win the European Belt at In Your House	Unlock Sable, Marvelous Mark Mero and the Trainer
Win a belt at or be the winner of the King Of The Ring	Unlock Kurrgan and Taka, New Custom Stuff and Squeaky Cheat
Win a belt at or be the winner of the Survivor Series	Unlock Sgt Slaughter, Shawn Michaels, Extra Attributes and Big Head Cheat
Win a belt at or win the match at Summerslam	Unlock Jacqueline and Chyna
Win a belt at or be the winner of the Royal Rumble	Unlock Jerry 'The King' Lawler and Paul Bearer
Win the Heavyweight Title at Wrestlemania	Unlock Head, Beep Mode and Ego Cheat

MUTUAL MOVES

>No matter which character you're playing as, you'll be able to pull off the moves listed below. Make sure you learn all of these back-to-front because they're the basis to any decent wrestling match!

Both Standing

Tie-up	B
Body Slam	Left, Left or Right, Right, Y
Hip Toss	Left, Left or Right, Right, X
Vertical Suplex	Left, Left or Right, Right, B
Toss Over Ropes (Opponent Dazed)	Left, Left or Right, Right, A

In Tie-up (Front)

Whip	Left, Left or Right, Right, A
Arm Wrench	Y
Hammerlock	X
Top Wristlock	B
Switch To Behind Tie-up	Up, Up or Down, Down, A

In Tie-up (Behind)

Belly To Back Suplex	Y
Full Nelson	X
Put Opponent On Shoulders	B
Fallback (from Opponent On Shoulders)	B
Atomic Whip	Left, Left or Right, Right, A

Opponent On Mat, Near Head

Pick Up By Head	B
Stomp	X
Rear Chinlock	Y

Opponent On Mat, Near Feet

Stomp	X
Knee To Inside Leg	Y or B

Opponent On Mat, At Side

Stomp	X
Elbow Drop	Y
Pin	B

Opponent In Turnbuckle

Big Splash	Run towards turnbuckle, X or Y
Climb Turnbuckle And Pummel	Up, Y
Kick In Corner	X
Chops To Chest	Y
Superplex	B
Whip	Left, Left or Right, Right, A

On Top Turnbuckle

Axe Handle Smash	Y (Opponent Standing)
Elbow Drop	Y (Opponent On Mat)

Running

Running Clothesline	Y
Fist Drop	Y (Opponent On Mat)

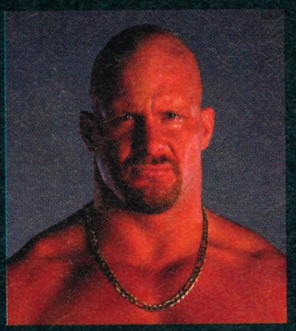
Opponent Running

Back Body Drop	Y

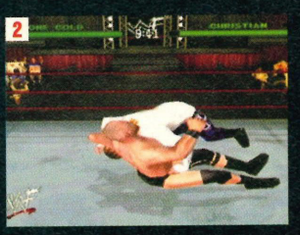
continued>

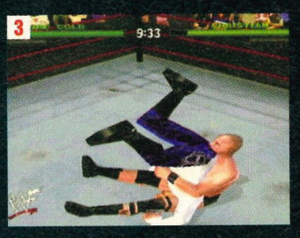
continued

Stone Cold Steve Austin



[1] A big slam! [2] Followed up by a DDT! [3] And a Piledriver! Will this punishment ever end? Cor blimey!





> The Rattlesnake from Texas is a former WWF champion and he'll be damned if anyone's going to take his pride away from him. If you think Steve's the best, give us a "Hell Yeah!"

Both Standing

Stone Cold Stunner	Up, Down, Up or Down, Up, Down, B
Snap Mare	Left, Down or Right, Down, Y
Samoan Drop	Left, Down or Right, Down, B
DDT	Up, Down or Down, Up, Y
Drop Toe Hold	Left, Down or Right, Down, X
Sidewalk Slam	Left, Up or Right, Up, X
Shoulder Breaker	Left, Right or Right, Left, B
Haymaker	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Samoan Drop	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Neck Breaker	Left or Right, X
Piledriver	Left, Right or Right, Left, Y

In Tie-up (Behind)

Reverse DDT	Left or Right, B
Sleeper Hold	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Stepover Facelock	Left, Up or Right, Up, Y

Opponent On Mat, Near Feet

Texas Cloverleaf	Left, Down or Right, Down, X

Opponent On Mat, At Side

Mounted Punches	Left, Down or Right, Down, B

On Top Turnbuckle

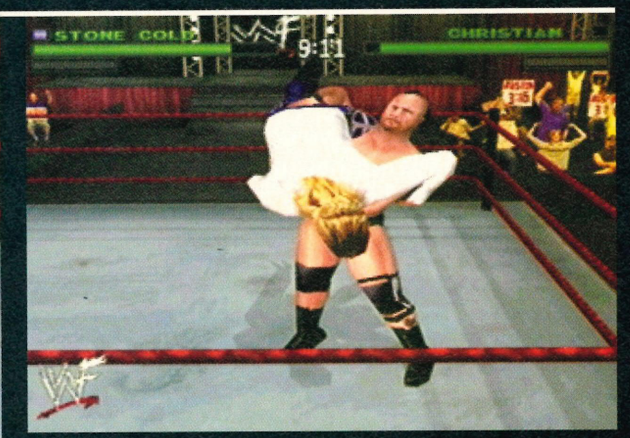
Driving Elbow	Y + B (Opponent On Mat)

Running

Vertical Body Press	B

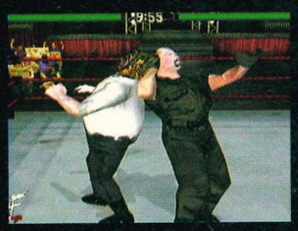
Opponent Running

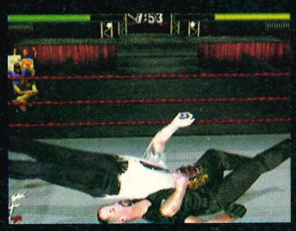
Power Slam	B



Mankind

>One of the many faces of Mick Foley and always a favourite with the fans. Watch out when he reaches into his tights because you know then that it's time for Mr. Socko to lay on the Mandible Claw!





Both Standing

Mandible Claw	Left, Right, Down or Right, Left, Down, B
Double Arm DDT	Left, Right, Down or Right, Left, Down, Y
DDT	Left, Down or Right, Down, B
Double Underhook Suplex	Up, Down or Down, Up, Y
Leg Drag	Left, Up or Right, Up, X
Neck Breaker	Left, Down or Right, Down, Y
Knee To Face	Left, Down or Right, Down, X
Grab Head And Punch	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Up or Right, Up, Y
Bulldog	Left or Right, B
DDT	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Roll Up Pin	Left or Right, X
Russian Leg Sweep	Left or Right, Y
Reverse DDT	Left or Right, B

Opponent On Mat, Near Head

Mandible Claw	Left, Right, Down or Right, Left, Down, Y

Opponent On Mat, Near Feet

Leg Lock	Left, Down or Right, Down, X

Opponent On Mat, At Side

Knee To Shoulder	Up, Down or Down, Up, Y

Opponent In Turnbuckle

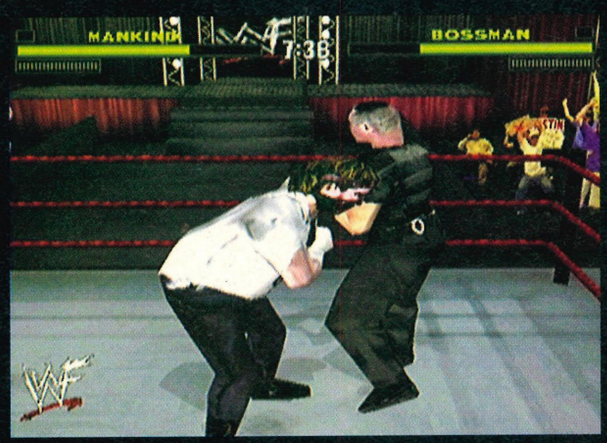
Tree Of Woe	Up, Up or Down, Down, Y

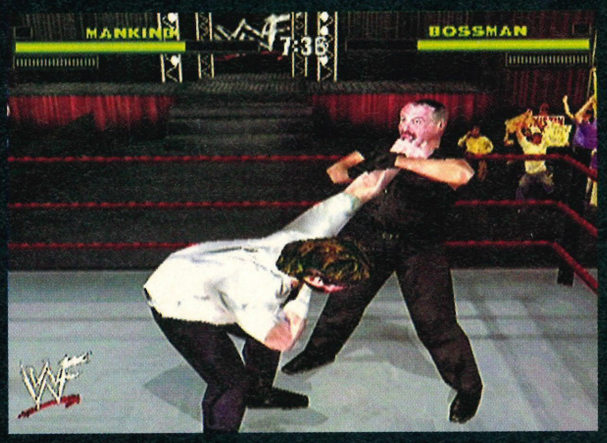
On Top Turnbuckle

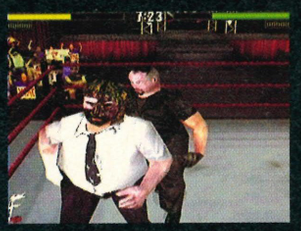
Body Press	X + A (Opponent Standing)
Splash	X + A (Opponent On Mat)

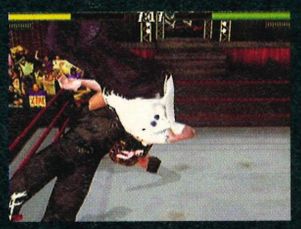
Running

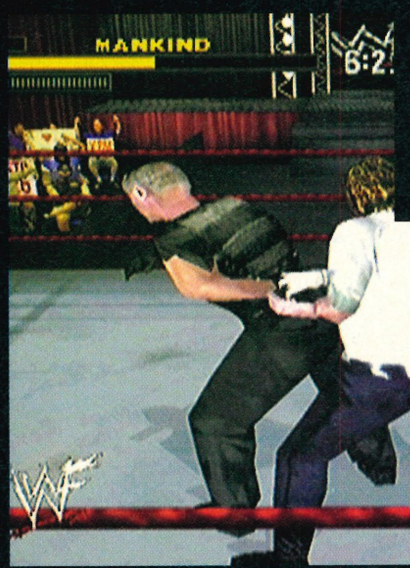
Tackle With Punches B

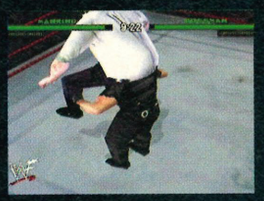


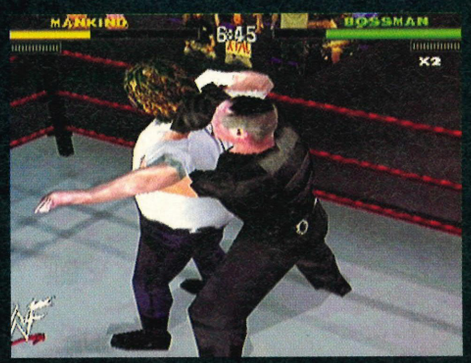


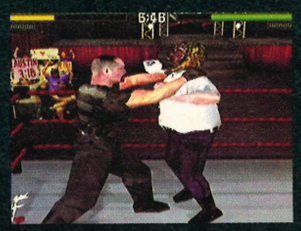








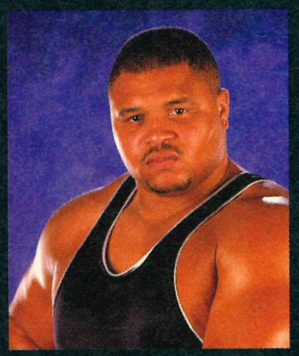




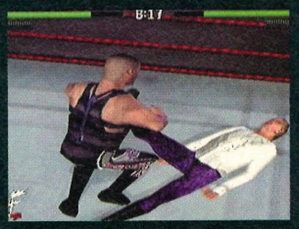
continued >

continued

D-Lo Brown



The man with the Lo-down has done it all – the Intercontinental, Tag Team and even European titles have all been D-Lo's at one time or another. Keep close to the ground or he'll hit you with the Sky High!



Both Standing

Sky High	Up, Down or Down, Up, X
Running Powerbomb	Up, Down, Up or Down, Up, Down, Y
Fall Forward Powerbomb	Left, Right or Right, Left, X
Snap Mare	Left, Down or Right, Down, Y
Fisherman's Suplex	Left, Down or Right, Down, B
Spine Buster	Up, Down or Down, Up, B
Short Arm Clothesline	Up, Down or Down, Up, Y
Knee Breaker	Left, Down or Right, Down, X
Big Windup	Y (Opponent Dazed)
Back Heel Kick	X (Opponent Dazed)

In Tie-up (Front)

Powerbomb	Left, Up or Right, Up, X
Fisherman's Suplex	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Fall-away Pump Handle Slam	Left or Right, B
Sleeper Hold	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Feet

D-Lo Leaf	Up, Down or Down, Up, X

Opponent On Mat, At Side

D-Lo Drop	Left, Left, Right or Right, Right, Left, B

On Top Turnbuckle

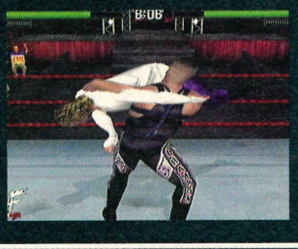
Lo-Down A + B (Opponent On Mat)

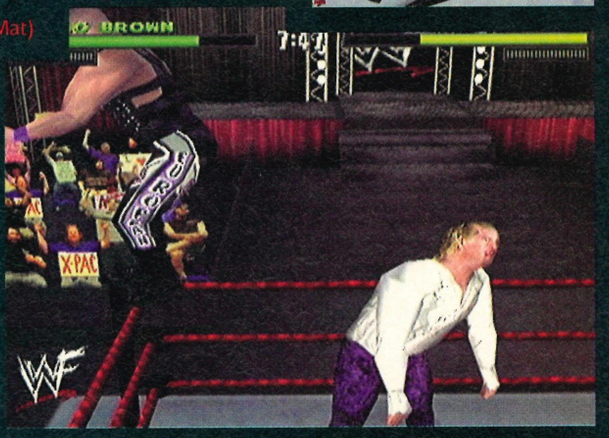
Running

Spinning Heel Kick X

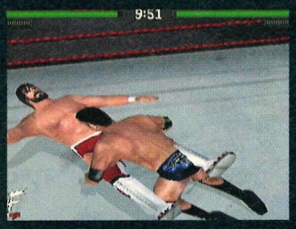
Opponent Running

Sky High B





The Rock



Listen up jabronie, here's the man who can lay the smack-down on anybody he feels like, *when* he feels like it. He's the People's Champion too, so watch out if ya smell what The Rock is cooking.

Both Standing

Rock Bottom	Left, Right, Down or Right, Left, Down, B
Laying The Smack Down	Left, Right, Down or Right, Left, Down, Y
Snap Mare	Left, Down or Right, Down, Y
Fireman's Carry	Left, Right or Right, Left, X
DDT	Left, Up or Right, Up, B
Samoan Drop	Left, Down or Right, Down, B
Neckbreaker	Left, Right or Right, Left, Y
Short Arm Clothesline	Up, Down or Down, Up, Y
Sidewalk Slam	Up, Down or Down, Up, X
Haymaker	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Samoan Drop	Left or Right, B
DDT	Left or Right, Y
Chestbreaker	Left or Right, X

In Tie-up (Behind)

German Suplex	Left or Right, B
Sleeper Hold	Left or Right, Y
Cradle Roll Up	Left or Right, X

Opponent On Mat, Near Feet

Fist To Groin	Left, Left, Down or Right, Right, Down, X

Opponent On Mat, At Side

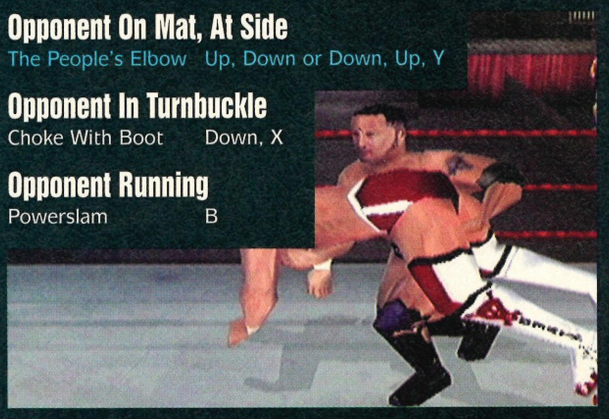
The People's Elbow	Up, Down or Down, Up, Y

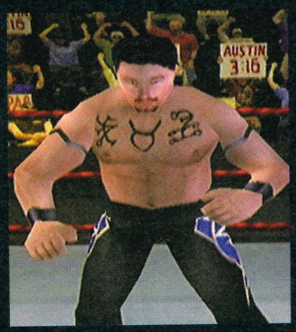
Opponent In Turnbuckle

Choke With Boot	Down, X

Opponent Running

Powerslam	B





Bradshaw

>One half of The Acolytes and the brute force behind The Undertaker and his Ministry Of Darkness. Until he was corrupted by the dark power, Bradshaw was an all-round good guy and cowboy but he ain't no more!

Both Standing

Fall Away Slam	Left, Down or Right, Down, B
Seated Crucifix Bomb	Left, Right, Right or Right, Left, Left, Y
Press Slam	Left, Down or Right, Down, X
Front Back Breaker	Left, Down or Right, Down, Y
Single Arm DDT	Left, Right or Right, Left, Y
Knee To Face	Left, Up or Right, Up, X
Haymaker	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Powerbomb	Up, Down or Down, Up, X
Piledriver	Up, Down, Up or Down, Up, Down, B
Overhead Belly To Belly Suplex	Left or Right, B
Shoulder Breaker	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

German Suplex	Left or Right, B
Sleeper Hold	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

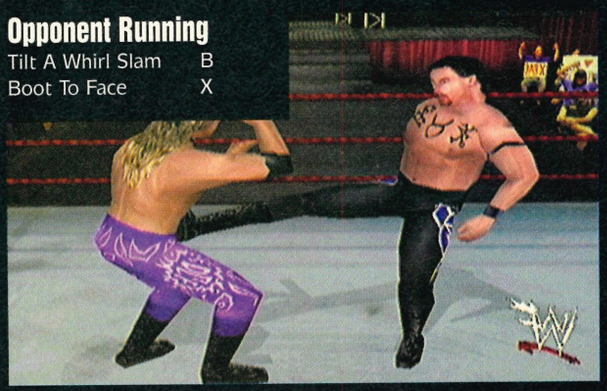
Kick To Spine	Left, Up or Right, Up, Y

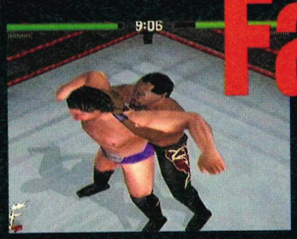
On Top Turnbuckle

Shoulder Tackle	X + A (Opponent Standing)
Splash	X + A (Opponent On Mat)

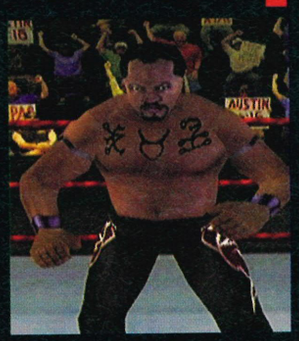
Opponent Running

Tilt A Whirl Slam	B
Boot To Face	X





Faarooq



>Originally the leader of the Nation Of Domination and then a member of the Ministry Of Darkness, the formidable Faarooq now stands proud as one half of The Acolytes.

Both Standing

The Dominator	Left, Right, Down or Right, Left, Down, B
Spine Buster	Up, Down or Down, Up, B
Running Powerslam	Left, Up or Right, Up, X
Gorilla Press Slam	Up, Down, Up or Down, Up, Down, Y
Short Arm Clothesline	Left, Down or Right, Down, Y
Headlock Takedown	Up, Down or Down, Up, X
Haymaker	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Up, Left or Right, Up, Right, B
Hanging Brain Buster	Up, Down or Down, Up, Y
Sidewalk Slam	Left, Down or Right, Down, X
Brain Buster	Left or Right, B
Side Slam	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Fall Away Pump Slam	Up, Down or Down, Up, X
German Suplex	Left or Right, B

Opponent On Mat, Near Head

Painkiller	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

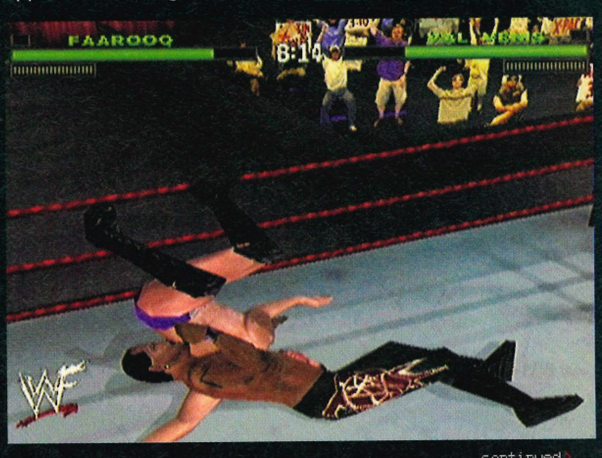
Wishbone Leg Splitter	Left, Right or Right, Left, X

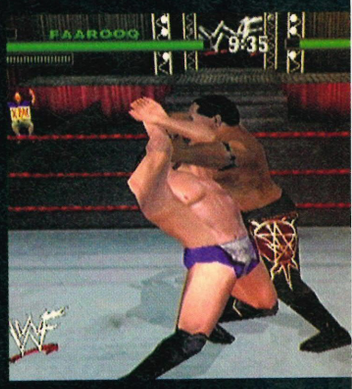
On Top Turnbuckle

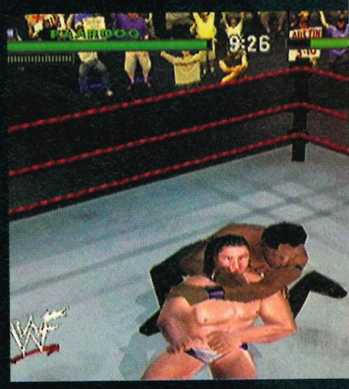
Shoulder Tackle	B + C Left (Opponent Standing)

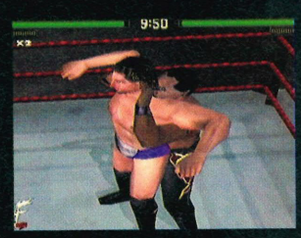
Opponent Running

Power Slam	B
Boot To Face	X





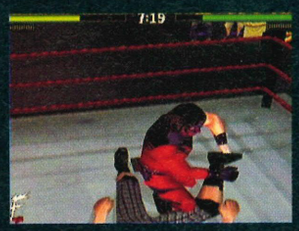




continued>

continued>

Kane



>Walking through fire and brimstone, the long-lost brother of The Undertaker knows what it's like to feel pain. Standing at nearly seven foot tall, he's the Big Red Machine who takes absolutely no prisoners!

Both Standing

Tombstone Piledriver	Up, Up, Down or Down, Up, Up, B
Running Knee Hit	Up, Down or Down, Up, X
Choke	Left, Up or Right, Up, X
Throat Toss	Left, Right, Left or Right, Left, Right, Y
Spine Buster	Up, Down or Down, Up, B
Front Face DDT	Left, Right or Right, Left, Y
DDT	Left, Down or Right, Down, Y
Thrust To Throat	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Choke Slam	Left, Right or Right, Left, Y
Overhead Belly To Belly Suplex	Left or Right, B
Side Slam	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Roll Up Pin	Left or Right, X
Sleeper Hold	Left or Right, Y
German Suplex	Left or Right, B
Reverse Vertical Suplex	Up, Down, Up or Down, Up, Down, Y

Opponent On Mat, Near Head

Blatant Choke	Up, Down or Down, Up, Y
Squeeze Head	Left, Right or Right, Left, Y

On Top Turnbuckle

Shoulder Tackle	B + C Left (Opponent Standing)

Running

Flying Back Elbow	B

Opponent Running

Boot To Face	X
Tilt A Whirl Slam	B

[1] This is Kane – he's the Undertaker's brother and a bit of a nut. [2] Look out below! [3] Check out that raw power!

The Undertaker

>As leader of the Ministry Of Darkness, The Undertaker thinks of himself as the Lord of Evil. Although you might think he's one sandwich short of a picnic, you probably wouldn't tell that to his face or you'd be likely to get hurt!

Both Standing

Tombstone Piledriver	Up, Down, Up or Down, Up, Down, B
One-Handed Choke Slam	Up, Down, Up or Down, Up, Down, Y
Throat Toss	Left, Right or Right, Left, X
Front Back Breaker	Left, Up or Right, Up, B
Short Arm Knee To Face	Left, Up or Right, Up, X
Thrust To Throat	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Choke Slam	Up, Down or Down, Up, Y
Side Back Breaker	Left or Right, B
Side Slam	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Reverse Brain Buster	Up, Down or Down, Up, B
Bulldog	Left or Right, B
Sleeper Hold	Left or Right, Y
Russian Leg Sweep	Left or Right, X

Opponent On Mat, Near Head

Blatant Choke	Left, Right, Left or Right, Left, Right, Y

Opponent On Mat, Near Feet

Leg Lock	Up, Left, Up or Down, Left, Down, X

Opponent On Mat, At Side

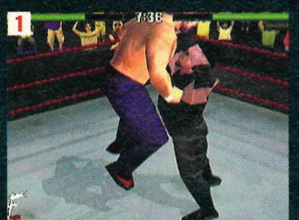
Elbow Drop Onto Arm	Up, Down or Down, Up, B

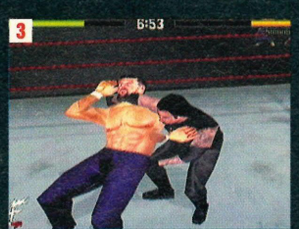
Opponent In Turnbuckle

Top Rope Arm Wrench	Left, Right or Right, Left, X
Big Punch Combo	Left, Left or Right, Right, X

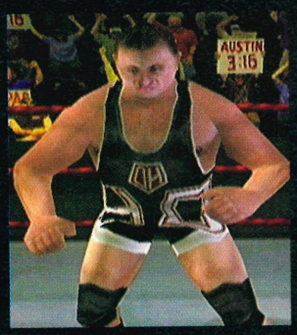
Opponent Running

Boot To Face	X



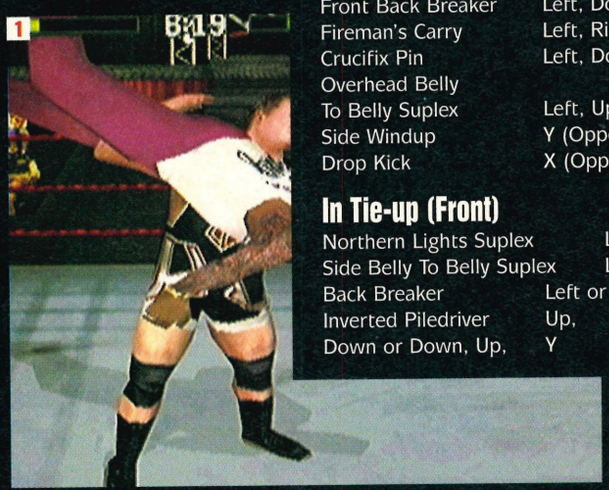


[1] Just like his brother Kane, The Undertaker can be a bit nasty when he want to be. [2] Choke Slam! Choke Slam! [3] In his spare time, he likes to do crochet. Aww, isn't that nice?



Owen Hart

>Tragically, Owen Hart died before this game could be released. He was one of the greatest technical wrestlers around and will be sorely missed by fans across the globe.



Both Standing

Enziguri	Up, Down or Down, Up, X
Snap Mare	Left, Down or Right, Down, Y
Front Back Breaker	Left, Down or Right, Down, B
Fireman's Carry	Left, Right or Right, Left, X
Crucifix Pin	Left, Down or Right, Down, X
Overhead Belly To Belly Suplex	Left, Up or Right, Up, X
Side Windup	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Northern Lights Suplex	Left or Right, B
Side Belly To Belly Suplex	Left or Right, Y
Back Breaker	Left or Right, X
Inverted Piledriver	Up, Down or Down, Up, Y

In Tie-up (Behind)

Rolling Prawn Hold	Left or Right, X
Beast Choker	Left or Right, Y
Rolling German Suplex	Left or Right, B

Opponent On Mat, Near Head

Stranglehold Gamma	Up, Down, Up or Down, Up, Down, Y
La Magistral	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Sharpshooter	Left, Up, Left or Right, Up, Right, X
Headbutt To Groin	Left, Down or Right, Down, X

Opponent On Mat, At Side

Mount Punches	Left, Down or Right, Down, B

Opponent In Turnbuckle

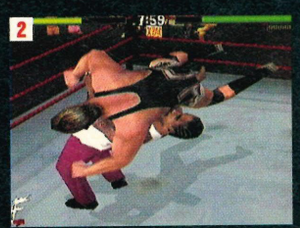
Top Rope Belly To Belly Suplex	Up, Up or Down, Down, Y

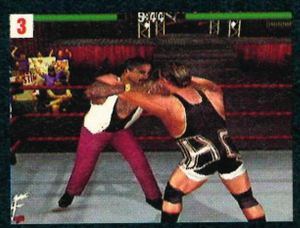
On Top Turnbuckle

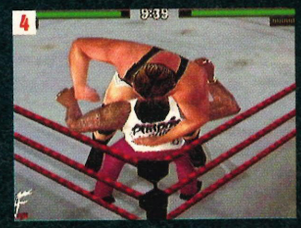
Missile Dropkick	A + B (Opponent Standing)

Running

Spinning Heel Kick	X

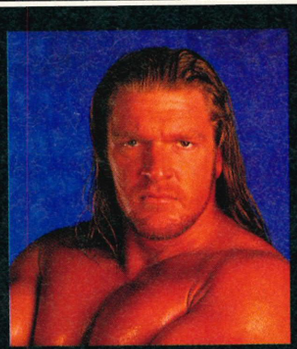






[1] Pick 'em up and slam 'em down! [2] We have no idea what's going on here... [3] A grapple. Exciting stuff, eh? [4] Go on, hit 'im. Hit 'im! Yes, very violent stuff.

HHH



>HHH is married to the head of the WWF's daughter and is the leader of D-Generation X. This man is one mean son-of-a-gun. Oh, and he's French Canadian as well!

Both Standing

The Pedigree	Up, Down, Down or Down, Up, Up, B
Knee To Face	Left, Down or Right, Down, X
Running Knee Hit	Left, Down or Right, Down, Y
Front Back Breaker	Left, Down or Right, Down, B
Sidewalk Slam	Up, Down or Down, Up, X
Overhead Belly To Belly Suplex	Left, Right or Right, Left, X
Tornado Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Gut Wrench Powerbomb	Left, Right, Down or Right, Left,Down, B
Northern Lights Suplex	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

German Suplex	Left or Right, B
Sleeper Hold	Left or Right, Y
Low Blow	Left or Right, X

Opponent On Mat, Near Head

Reverse Chinlock	Left, Right or Right, Left, Y
Blatant Choke	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Fist To Groin	Left, Down or Right, Down, X

Opponent In Turnbuckle

Choke With Boot	Up, Up or Down, Down, X

On Top Turnbuckle

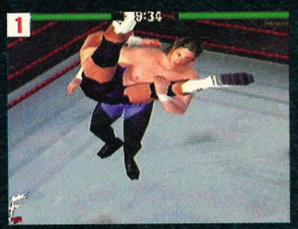
Shoulder Tackle	X + A (Opponent Standing)
Knee Drop	B + C Left (Opponent On Mat)

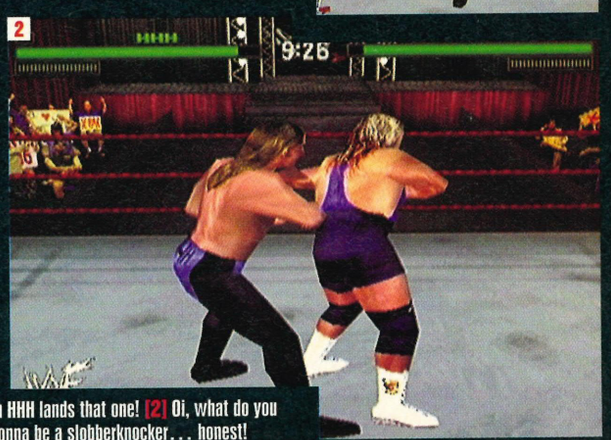
Running

Tackle With Punches	B

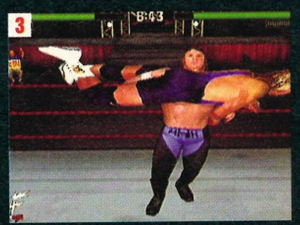
Opponent Running

Tilt A Whirl Slam	B



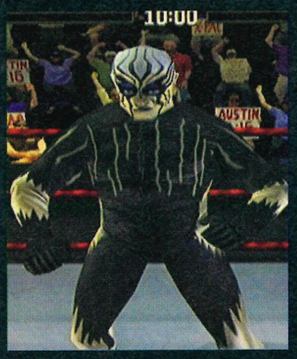


[1] He's going to need to see a doctor when HHH lands that one! [2] Oi, what do you mean my nose is a bit big? [3] This one's gonna be a slobberknocker... honest!



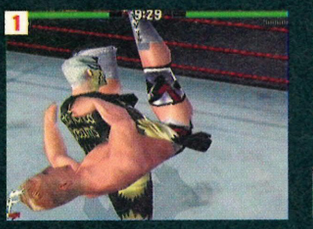
continued>

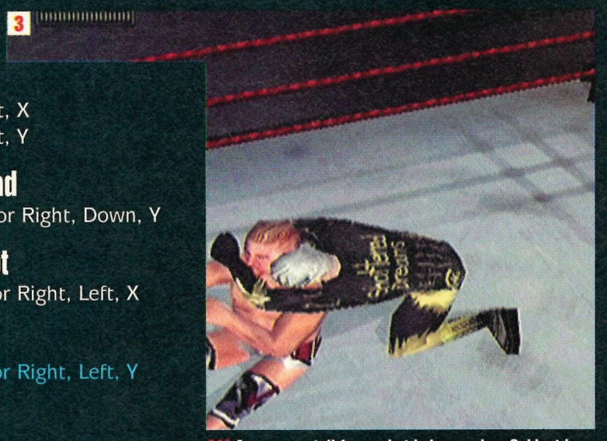
continued



Goldust

With his flowing blonde wig and strange manner, the word 'weird' is probably an understatement when it comes to Goldust. He's a complete nutter and will hit you with his Shattered Dreams sooner than look at you.





Both Standing

Chin Crusher	Left, Down or Right, Down, Y
Leg Scissors Stomp	Up, Down or Down, Up, X
Shoulder Breaker	Left, Down or Right, Down, X
Front Back Breaker	Up, Down or Down, Up, B
Short Arm Clothesline	Up, Down or Down, Up, Y
Sidewalk Slam	Left, Right or Right, Left, X
Hit To Groin	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Bulldog	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Neck Breaker	Left or Right, X

In Tie-up (Behind)

Curtain Call	Left, Up or Right, Up, B
Bulldog	Left or Right, B
Roll Up Pin	Left or Right, X
Sleeper Hold	Left or Right, Y

Opponent On Mat, Near Head

Stump Puller	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Headbutt To Groin	Left, Right or Right, Left, X

Opponent In Turnbuckle

Shattered Dreams	Left, Right or Right, Left, Y

On Top Turnbuckle

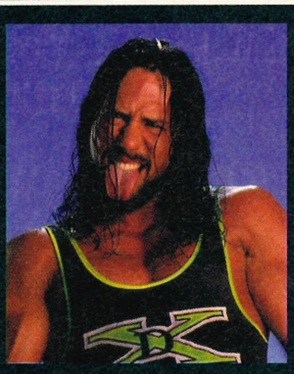
Flying Butt Bump	A + B (Opponent Standing)
Butt Drop	X + A (Opponent On Mat)

Opponent Running

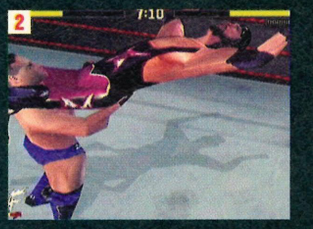
Spine Buster	B

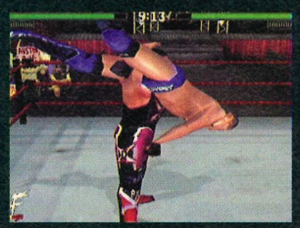
[1] As you can tell from what he's wearing, Goldust is a bit of a fruit cake. [2] Still, he's not in the WWF any more so we don't even know why he's here! [3] His wife is though – some woman called Terri, apparently.

X-Pac



The heart and soul behind the phenomenon that is D-Generation X, X-Pac puts everything into each match that he wrestles. Make sure you keep away from those ring corners or you'll be feeling the Bronco Buster pretty quickly!





Both Standing

X Factor	Up, Down or Down, Up, B
Running Knee Hit	Left, Down or Right, Down, Y
Enziguri	Left, Up or Right, Up, X
Hurricanrana	Left, Up or Right, Up, Y
Leg Drag	Left, Down or Right, Down, X
Grab Head And Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Bulldog	Left or Right, B
Three Knee Combo	Left or Right, Y
Leg Stretch	Left or Right, X

In Tie-up (Behind)

German Suplex	Left or Right, B
Sleeper Hold	Left or Right, Y
Victory Roll	Left or Right, X

Opponent On Mat, Near Head

Front Facelock	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Fist To Groin	Up, Down or Down, Up, X

Opponent In Turnbuckle

Bronco Buster	Up, Down or Down, Up, Y
Spin Kick Combo	Left, Right or Right, Left, Y

On Top Turnbuckle

Hurricanrana	A + B (Opponent Standing)
Shooting Star	Press X + Y (Opponent On Mat)

Running

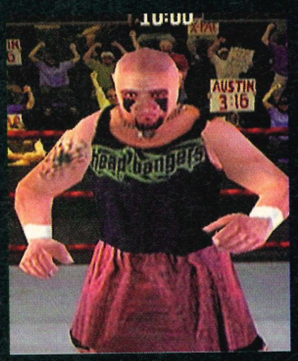
Cross Body Block	X

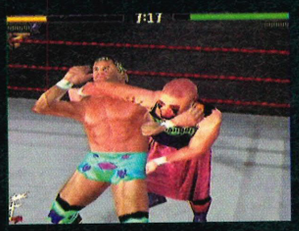
Opponent Running

Spinning Heel Kick	X

[1] This is an armbar – it hurts if you do it properly [2] Wheee! Go on Kenny – do it again! [3] Shamrock enters Suplex City! [4] Oh, put your bottom away!

Mosh





>The master of the Mosh Pit is back with The Headbangers after a stint of wrestling on his own. They're one of the best Tag Teams around!

Both Standing

Fall Forward Powerbomb	Left, Up, Right or Right, Up, Left, Y
Chin Crusher	Up, Down or Down, Up, Y
Gutwrench Powerbomb	Left, Right or Right, Left, B
Single Arm DDT	Left, Right or Right, Left, Y
Headlock Takedown	Left, Up or Right, Up, X
European Uppercut	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Powerbomb	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
DDT	Left or Right, X

In Tie-up (Behind)

Reverse Brainbuster	Left, Up or Right, Up, B
Reverse Vertical Suplex	Left or Right, B
Neck Breaker	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Toehold Half Crab	Up, Down, Up or Down, Up, Down, Y

Opponent On Mat, Near Feet

Surfboard	Up, Down or Down, Up, X

Opponent On Mat, At Side

Spinning Armhold	Left, Right or Right, Left, B

Opponent In Turnbuckle

Turnpost Slam	Up, Up or Down, Down, Y

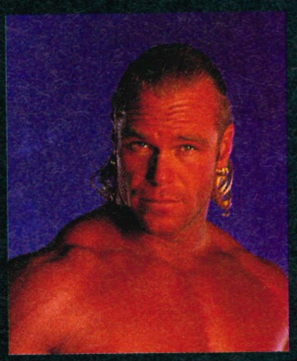
On Top Turnbuckle

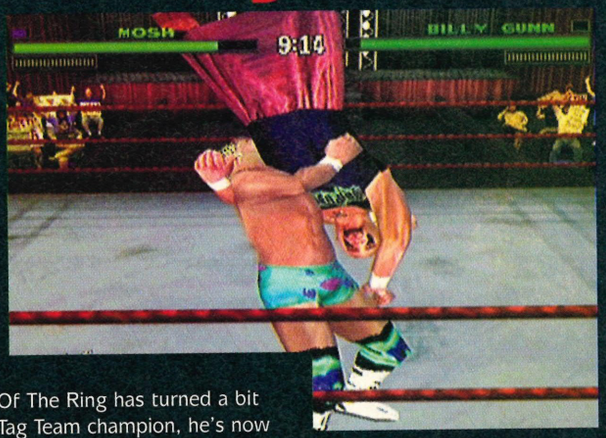
The Mosh Pit	X + Y (Opponent On Mat)
Hurricanrana	X + A (Opponent Standing)

Opponent Running

Flapjack	B

Bad Ass Billy Gunn





>The winner of last year's King Of The Ring has turned a bit bad recently. As well as being a Tag Team champion, he's now going for the big gold of the Heavyweight Championship!

Both Standing

Fame-Asser	Left, Right, Down or Right, Left, Down, Y
Running Knee Hit	Left, Up or Right, Up, Y
Gorilla Press Slam	Left, Right, Left or Right, Left, Right, Y
Sidewalk Slam	Left, Down or Right, Down, X
Front Back Breaker	Up, Down or Down, Up, B
Drop Toe Hold	Left, Up or Right, Up, X
Big Windup	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Hanging Powerslam	Up, Down or Down, Up, B
Hanging Vertical Suplex	Up, Down or Down, Up, X
Bulldog	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Neck Breaker	Left or Right, X

In Tie-up (Behind)

Reverse DDT	Left or Right, B
Sleeper Hold	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Flipover Neck Whip	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Stepover Toehold	Up, Down or Down, Up, X

Opponent On Mat, At Side

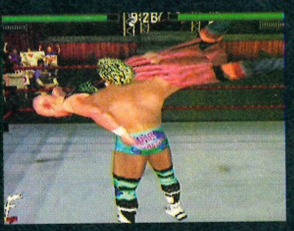
Knee Drop	Up, Down or Down, Up, B

Opponent In Turnbuckle

Ass Kisser	Up, Up or Down, Down, X
Overhead Press	Up, Up or Down, Down, Y

Opponent Running

Power Slam	B

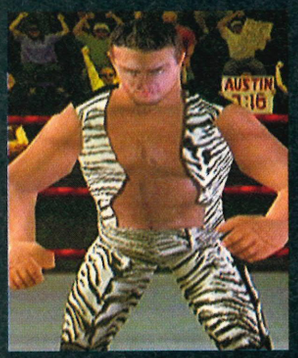


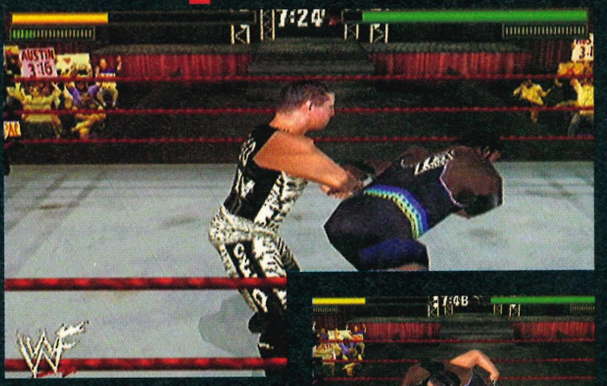
[1] Boo! Billy Gunn is one half of the New Age Outlaws with Road Dogg Jesse James. **[2]** We don't want to say anything, but according to his music, he's an 'Ass Man'. Er, quite! **[3]** That just looks painful!

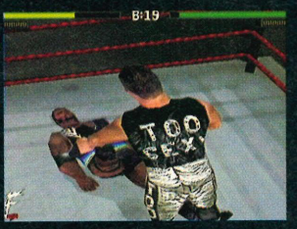
continued

continued

'Too Sexy' Brian Christopher







Along with his partner Scotty 'Too Hotty' Taylor, Brian makes up the Tag Team that go by the name of 'Too Cool'. They're usually too much with their range of aerial assaults and wild cackling laughter!

Both Standing

Crucifix Powerbomb	Up, Down or Down, Up, X
Leg Scissors Stomp	Up, Down or Down, Up, Y
Hurricanrana	Left, Up or Right, Up, Y
Headlock Takedown	Left, Right or Right, Left, X
European Uppercut	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Down, Left or Right, Down, Right, B
Powerbomb	Left, Right or Right, Left, X
Bulldog	Left or Right, B
DDT	Left or Right, Y
Neck Breaker	Left or Right, Y

In Tie-up (Behind)

Front Russian Leg Sweep	Left or Right, Y
Dragon Suplex	Up, Down or Down, Up, Y
Victory Roll	Left or Right, X
Bridging German Suplex	Left or Right, B

Opponent On Mat, Near Head

Camel Clutch	Left, Right, Up or Right, Left, Up, Y
La Magistral	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Headbutt To Groin	Left, Down or Right, Down, X

Opponent On Mat, At Side

Leg Drop	Left, Down or Right, Down, B

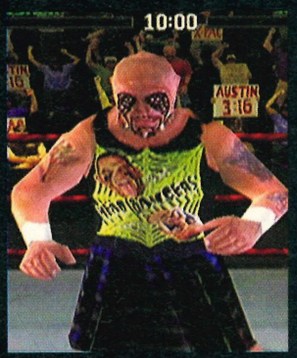
On Top Turnbuckle

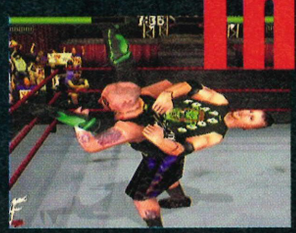
Tennessee Jam	A + B (Opponent On Mat)
Senton Bomb	X + A (Opponent On Mat)

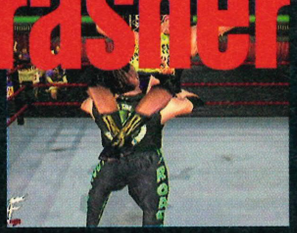
Opponent Running

Spinning Heel Kick	X

Thrasher







Now that The Headbangers are back in the WWF, Thrasher is here to make some noise in *WWF Attitude*. Set them up and hit 'em with the Stage Dive!

Both Standing

Chin Crusher	Left, Down or Right, Down, Y
Hurricanrana	Left, Up or Right, Up, Y
Samoan Drop	Up, Down or Down, Up, B
Flying Head Scissors	Left, Up or Right, Up, B
Small Package	Up, Down or Down, Up, X
European Uppercut	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Floatover Suplex	Left or Right, B
Side Slam	Left or Right, Y
Neck Breaker	Left or Right, X

In Tie-up (Behind)

Bulldog	Left or Right, B
Octopus Hold	Left or Right, Y
Rolling Prawn Hold	Left or Right, X

Opponent On Mat, Near Head

Toehold Half Crab	Up, Down, Up or Down, Up, Down, Y

Opponent On Mat, Near Feet

Half Crab	Left, Right or Right, Left, X

Opponent On Mat, At Side

Senton Splash	Left, Right or Right, Left, B

Opponent In Turnbuckle

Flying Head Scissors	Up, Up or Down, Down, Y

On Top Turnbuckle

Stage Dive	X + Y (Opponent Standing)
Senton Bomb	X + A (Opponent On Mat)

Running

Flying Head Scissors	B

Opponent Running

Power Slam	B

Ken Shamrock

Some time ago, Ken Shamrock won the Ultimate Fighting Championships and earned himself the title of 'World's Most Dangerous Man'. With a face like that, we'd have to agree!

Both Standing

High Angle Suplex	Left, Up or Right, Up, B
Snap Mare	Left, Up or Right, Up, Y
Hurricanrana	Left, Down or Right, Down, B
Arm Drag	Left, Up or Right, Up, X
Reverse Painkiller	Left, Down or Right, Down, X
Inside Forearm	Y (Opponent Dazed)
Shuffle Side Kick	X (Opponent Dazed)

In Tie-up (Front)

Three Knee Combo	Left or Right, Y
Leg Stretch	Left or Right, X
Overhead Belly To Belly Suplex	Left or Right, B

In Tie-up (Behind)

German Suplex	Left or Right, B
Beast Choker	Left or Right, Y
Victory Roll	Left or Right, X

Opponent On Mat, Near Head

Short Arm Scissors	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Ankle Lock Submission	Left, Down, Right or Right, Down, Left, X
Elbow Drop To Leg	Up, Down or Down, Up, X

Opponent On Mat, At Side

Longbow Back Breaker	Left, Right, Down or Right, Left, Down, B
Mount Punches	Left, Down or Right, Down, Y

On Top Turnbuckle

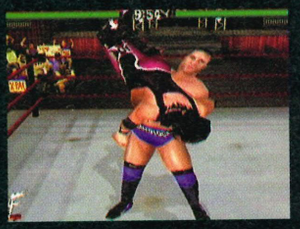
Hurricanrana	A + B (Opponent Standing)
Splash	X + A (Opponent On Mat)

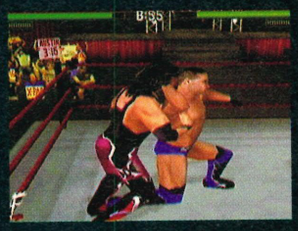
Running

Flying Back Elbow	X

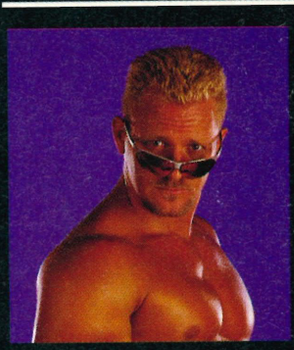
Opponent Running

High Leg Clothesline	X
Power Slam	B





Jeff Jarrett



The ex-Intercontinental Champion with the guitar knows that he is the man. With the lovely Debra and her puppies to back up his claims, you shouldn't make him angry!

Both Standing

Shoulder Breaker	Left, Right or Right, Left, Y
Single Arm DDT	Up, Down or Down, Up, Y
Spine Buster	Up, Down or Down, Up, B
Spinning Neck Breaker	Left, Up or Right, Up, Y
Japanese Arm Drag	Up, Down or Down, Up, X
Small Package	Left, Right or Right, Left, X
Side Windup	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Up, Down, Up or Down, Up, Down, B
Front Suplex	Left or Right, B
Shoulder Breaker	Left or Right, Y
Inverted Atomic Drop	Left or Right, X

In Tie-up (Behind)

Front Russian Leg Sweep	Left or Right, Y
Bridging German Suplex	Left or Right, B
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Stump Puller	Up, Down, Up or Down, Up, Down, Y

Opponent On Mat, Near Feet

Figure Four Leglock	Left, Right, Down or Right, Left, Down, X

Opponent On Mat, At Side

Spinning Arm Hold	Left, Right or Right, Left, B

Opponent In Turnbuckle

Power Slam	Up, Up or Down, Down, Y

On Top Turnbuckle

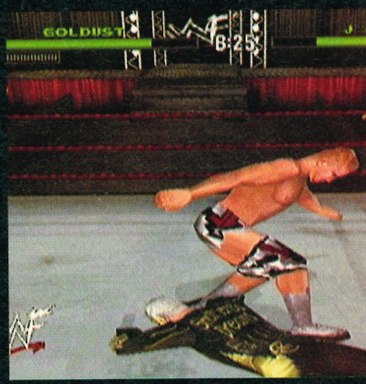
Body Press	X + A (Opponent Standing)
Fist Drop	X + A (Opponent On Mat)

Running

Drop Kick	X

Opponent Running

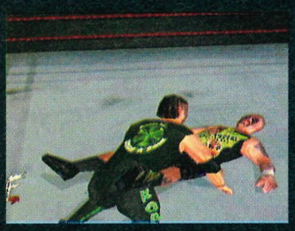
Spinning Heel Kick	X

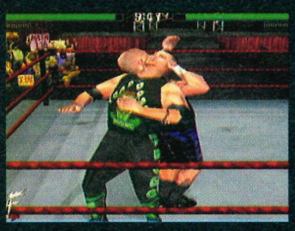


continued

continued>

Road Dogg Jesse James





>The ex-marine who fought in the Gulf War is one of the surviving members of D-Generation X. He's the Road Doggy-Dogg and he's doing it doggy-style, apparently.

Both Standing

Spinal Tap	Up, Down or Down, Up, Y
DDT	Left, Right or Right, Left, B
Drop Toe Hold	Left, Right or Right, Left, X
Sidewalk Slam	Left, Down or Right, Down, X
Neck Breaker	Left, Right or Right, Left, Y
Road Dogg's Three Punch Combo	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Up, Down or Down, Up, B
Neck Breaker	Left or Right, X
Vertical Suplex	Left or Right, Y
Side Back Breaker	Left or Right, B

In Tie-up (Behind)

Stretch Armstrong	Left, Right or Right, Left, X
Russian Leg Sweep	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Flipover Neck Whip	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Texas Cloverleaf	Left, Right, Left or Right, Left, Right, X

Opponent On Mat, At Side

Doggy Style Kneedrop	Left, Right or Right, Left, B

Opponent In Turnbuckle

Swinging Bulldog	Up, Down or Down, Up, X

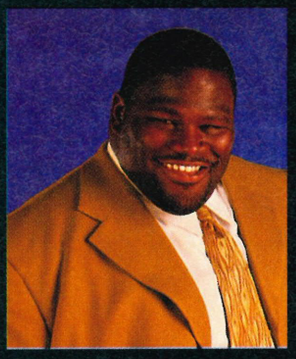
On Top Turnbuckle

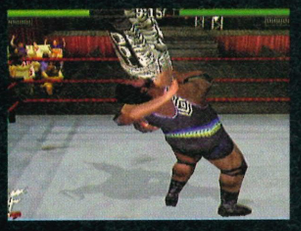
Drop Kick	X + A (Opponent Standing)

Running

Flying Head Scissors B

Mark Henry





>Known as the World's Strongest Man to many, Mark prefers the name 'Sexual Chocolate'. He thinks it's because he's smooth and loved by all the ladies but we're really not sure that there's a glass and a half in every bite!

Both Standing

Gorilla Press Slam	Up, Down, Up or Down, Up, Down, Y
Fall Forward Powerbomb	Left, Right, Down or Right, Left, Down, Y
Bearhug	Left, Right or Right, Left, X
Choke	Left, Up or Right, Up, X
Press Slam	Up, Down or Down, Up, X
Short Arm Clothesline	Left, Down or Right, Down, Y
Spine Buster	Left, Up or Right, Up B
Big Windup	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Hanging Vertical Suplex	Left, Up or Right, Up, Y
Side Belly To Belly Suplex	Left or Right, B
Shoulder Breaker	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Full Nelson Slam	Left or Right, B
Atomic Drop	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Squeeze Head	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Half Crab	Up, Down or Down, Up, X

Opponent On Mat, At Side

Death From Above	Left, Right, Up or Right, Left, Up, B

Opponent In Turnbuckle

Belly To Belly Suplex	Up, Up or Down, Down, B

Opponent Running

Press Slam	B

Val Venis

>Helloooo Ladies! The Big Valbowski may seem like one of the seedier characters in the WWF but he's a perfect professional. Just beware of The Money Shot!

Both Standing

Fisherman's Suplex	Left, Down or Right, Down, B
Fall Forward Powerbomb	Left, Right, Left or Right, Left, Right, Y
Sidewalk Slam	Up, Down or Down, Up, X
Spine Buster	Left, Up or Right, Up, Y
Fireman's Carry	Left, Down or Right, Down, X
Headlock Takedown	Left, Right or Right, Left, X
Tornado Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Fisherman's Suplex	Left or Right, Y
Hanging Brain Buster	Left, Down, Right or Right, Down, Left, B
Powerbomb	Left, Down or Right, Down, X
Samoan Drop	Left or Right, B
Back Breaker	Left or Right, X

In Tie-up (Behind)

Reverse Vertical Suplex	Left or Right, B
Rolling Prawn Hold	Left or Right, X
Russian Leg Sweep	Left or Right, Y

Opponent On Mat, Near Head

Kick To Spine	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Fist To Groin	Up, Down or Down, Up, X

Opponent On Mat, At Side

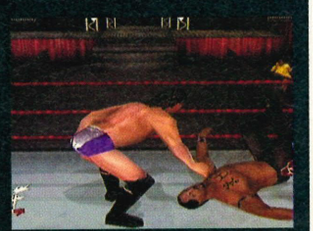
Porn Pretzel	Up, Down or Down, Up, B
Swivel Punches	Left, Right, Left or Right, Left, Right, B

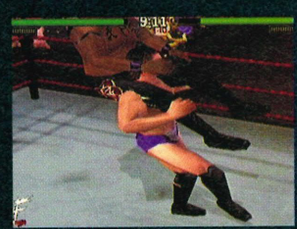
On Top Turnbuckle

Money Shot	X + Y (Opponent On Mat)

Opponent Running

Spine Buster	B





Edge

>When you hear his music, start looking around because you never know where Edge might come from. He'll wear you down and hit you with the Downward Spiral, big time!

Both Standing

Downward Spiral	Up, Down or Down, Up, X
Seated Crucifix Bomb	Up, Down, Up or Down, Up, Down, Y
Crucifix Powerbomb	Left, Up or Right, Up, X
Single Arm DDT	Left, Up or Right, Up, Y
Crucifix Pin	Left, Down or Right, Down, X
Drop Toe Hold	Up, Down or Down, Up, X
Grab Head And Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Front Suplex	Left or Right, B
DDT	Left or Right, Y
Neck Breaker	Left or Right, X

In Tie-up (Behind)

Dragon Suplex	Left, Down or Right, Down, Y
Atomic Drop	Left or Right, Y
Rolling Prawn Hold	Left or Right, X
Sleeping Neck Breaker	Left or Right, B

Opponent On Mat, Near Head

Leg Lock Chokehold	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Elevated Crab	Left, Right, Down or Right, Left, Down, X

Opponent On Mat, At Side

Standing Splash	Left, Right or Right, Left, B

On Top Turnbuckle

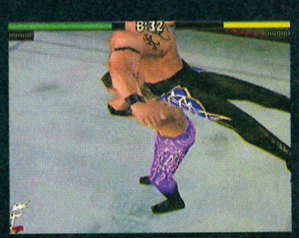
Body Press	X + A (Opponent Standing)

Running

Flying Head Scissors	X

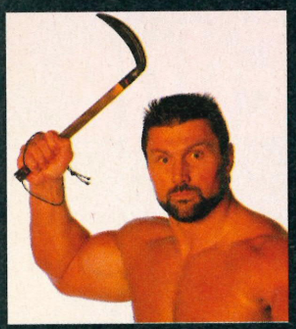
Opponent Running

High Leg Clothesline	X



continued>

continued



'Lethal Weapon' Steve Blackman

The martial-arts expert Steve Blackman made his return to the WWF with a bang and now's he's after anyone who'll fight him. He's a little bit lethal so watch out!

Both Standing

Pump Kick	Left, Down or Right, Down, B
Reverse Tiger Suplex	Left, Up or Right, Up, X
Snap Mare	Left, Right or Right, Left, Y
Hurricanrana	Left, Up or Right, Up, B
Spine Buster	Up, Down or Down, Up, Y
Small Package	Up, Down or Down, Up, X
Drop Toe Hold	Left, Down or Right, Down, X
Crane Wing Punch	Y (Opponent Dazed)
Shuffle Side Kick	X (Opponent Dazed)

In Tie-up (Front)

Overhead Belly To Belly Suplex	Left or Right, B
Three Knee Combo	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Beast Choker	Left or Right, Y
Rolling Prawn Hold	Left or Right, X

Opponent On Mat, Near Head

Scissored Sleeper	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Leg Lock	Up, down or Down, Up, X
Spinning Toehold	Left, Down or Right, Down, X

Opponent On Mat, At Side

Longbow Back Breaker	Left, Right, Down or Right, Left, Down, B

Opponent In Turnbuckle

Four Kick Combo	Up, Up or Down, Down, B

On Top Turnbuckle

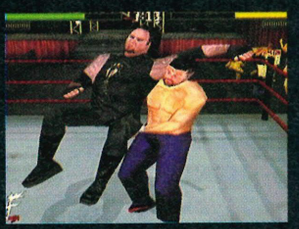
Missile Drop Kick	B + C Left (Opponent Standing)

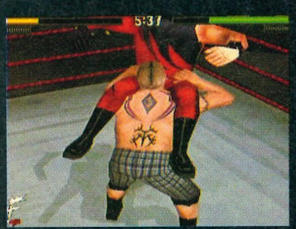
Running

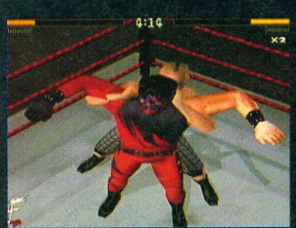
Tackle With Punches	B

Opponent Running

Power Slam	B







Droz

An ex-American Football star, Darren 'Droz' Drozdoff used to team up with a mad body-piercing expert known as Prince Albert. What a lovely pair of blokes they were.

Both Standing

Double Underhook Suplex	Left, Down or Right, Down, B
Seated Crucifix Bomb	Left, Right, Left or Right, Left, Right, Y
Fallaway Slam	Up, Down or Down, Up, B
Gorilla Press Slam	Left, Right, Left or Right, Left, Right, B
Neck Breaker	Left, Up or Right, Up, Y
Three Point Stance	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

New Jersey Naptime	Left, Right or Right, Left, Y
Powerbomb	Left, Down or Right, Down, X
Front Suplex	Left or Right, B
Shoulder Breaker	Left or Right, Y
Arm Bar	Left or Right, X

In Tie-up (Behind)

Neck Breaker	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Scissored Arm Bar	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Wishbone Leg Splitter	Left, Right or Right, Left, X
Surfboard	Up, Down or Down, Up, X

Opponent In Turnbuckle

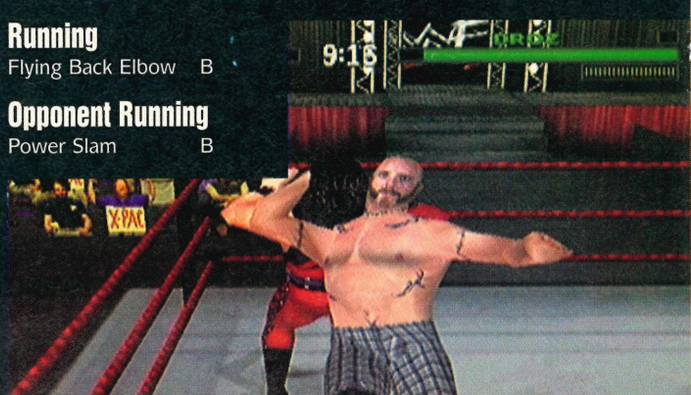
Charging Shoulder	Up, Up or Down, Down, X
Overhead Press	Up, Up or Down, Down, Y

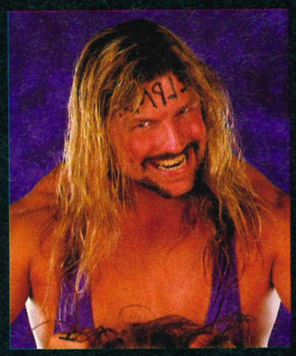
Running

Flying Back Elbow	B

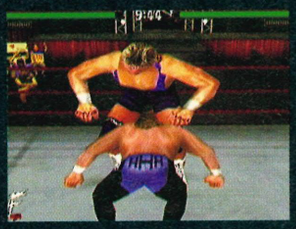
Opponent Running

Power Slam	B





Al Snow



>He might seem like a total nutcase but there's method to Al Snow's madness. With his trusty friend Head by his side, he rocks the world of Hardcore wrestling to its foundations.

Both Standing

Reverse Tiger Suplex	Left, Right or Right, Left, X
Leg Scissors Stomp	Up, Down or Down, Up, Y
Front Face DDT	Up, Down or Down, Up, B
Double Underhook Suplex	Left, Down or Right, Down, Y
Arm Drag	Up, Down or Down, Up, X
Big Windup	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Snow Plow	Left, Up or Right, Up, Y
Underhook Headbutts	Left or Right, B
Piledriver	Up, Down, Up or Down, Up, Down, B
Double Underhook Suplex	Left or Right, Y
Side Slam	Left or Right, X

In Tie-up (Behind)

Rolling German Suplex	Left, Up or Right, Up, X
Reverse DDT	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

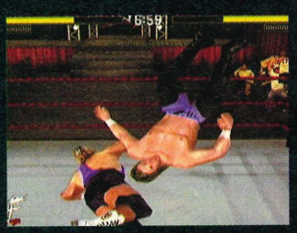
Crossface Punch	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

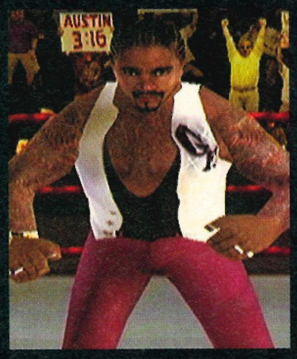
STF	Up, Down or Down, Up, X

Opponent Running

High Leg Clothesline	X



The Godfather



>It's time to board the Ho Train! With his groups of girls by his side, The Godfather knows what it's like to live the high live. Of course, you've got to remember that pimpin' ain't easy!

Both Standing

Pimp Drop	Left, Right, Down or Right, Left, Down, Y
Fall Forward Powerbomb	Left, Right, Left or Right, Left, Right, B
Fallaway Slam	Left, Down or Right, Down, B
Shoulder Breaker	Left, Up or Right, Up, X
Spine Buster	Up, Down or Down, Up, B
Short Arm Clothesline	Up, Down or Down, Up, Y
Grab Head And Punch	Y (Opponent Dazed)
Back Heel Kick	X (Opponent Dazed)

In Tie-up (Front)

Gut Wrench Powerbomb	Left, Up or Right, Up, Y
Samoan Drop	Left or Right, B
Three Knee Combo	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Reverse Powerbomb	Left, Up or Right, Up, Y
German Suplex	Left or Right, B
Atomic Drop	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Camel Clutch	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

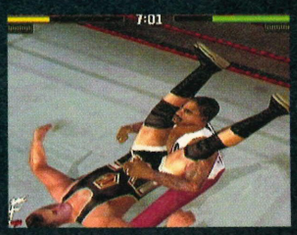
Stepover Toe Hold	Left, Down or Right, Down, X

Opponent In Turnbuckle

The Ho Train	Left, Down or Right, Down, X
Choke With Boot	Up, X

Opponent Running

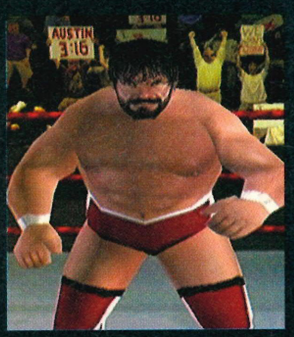
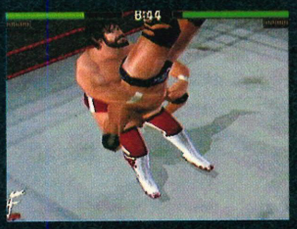
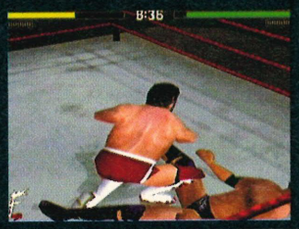
Boot To Face	X



continued

continued

'Dr Death' Steve Williams

The man they call Dr Death is a bit pants really. He got knocked out some time ago in the Brawl For All tournament and then he gets kicked out of the WWF! What an idiot!

Both Standing

Dr Bomb	Up, Down, Up or down, Up, Down, B
Running Powerslam	Left, Right, Down or Right, Left, Down, B
Press Slam	Left, Up or Right, Up, X
Short Arm Clothesline	Left, Right or Right, Left, Y
Fireman's Carry	Up, Down or Down, Up, X
Japanese Arm Drag	Left, Down or Right, Down, X

In Tie-up (Front)

Hanging Vertical Suplex	Left, Right or Right, Left, Y
Piledriver	Left or Right, B
Samoan Drop	Left or Right, Y
Side Back Breaker	Left or Right, X
T-Bone Suplex	Left, Up or Right, Up, X

In Tie-up (Behind)

High Angle Back Drop	Left, Right or Right, Left, Y

Opponent On Mat, Near Head

Reverse Chin Lock	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Half Crab	Up, Down or Down, Up, X

Opponent On Mat, At Side

Standing Splash	Left, Right or Right, Left, B
Knee Drop	Up, Down or Down, Up, B

Opponent In Turnbuckle

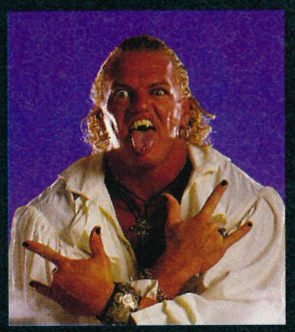
Oklahoma Stampede	Up, Down or Down, Up, X

On Top Turnbuckle

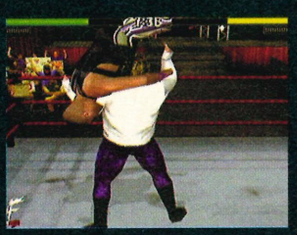
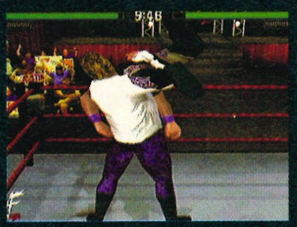
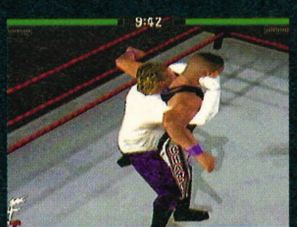
Senton Bomb	B + C Left (Opponent On Mat)

Opponent Running

Sidewalk Slam	B



Gangrel

The ex-leader of The Brood has been making new friends and even newer enemies of late. With his sharpened teeth and strange rituals, you'd do well to steer clear of this scary Superstar.

Both Standing

Implant DDT	Up, Down or Down, Up, X
Snap Mare	Up, Down or Down, Up, Y
Side Belly To Belly Suplex	Left, Right or Right, Left, B
Crucifix Pin	Left, Up or Right, Up, X
Overhead Belly To Belly Suplex	Left, Down or Right, Down, X
Crane Wing Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Floatover Suplex	Left or Right, B
Powerbomb	Left, Left, Down or Right, Right, Down, Y
T-Bone Suplex	Left, Up or Right, Up, X
Fisherman's Suplex	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Reverse Vertical Suplex	Up, Down or Down, Up, X
Sleeping Neck Breaker	Left or Right, B
Neck Breaker	Left or Right, Y
Rolling Prawn Hold	Left or Right, X

Opponent On Mat, Near Head

Toehole Half Crab	Up, Down, Up or Down, Up, Down, Y

Opponent On Mat, Near Feet

Elevated Crab	Left, Right, Right or Right, Left, Left, X

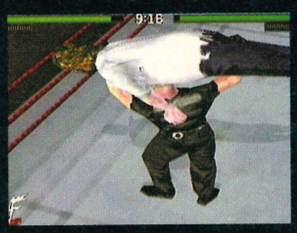
Opponent In Turnbuckle

Tree Of Woe	Up, Up or Down, Down, Y

On Top Turnbuckle

Drop Kick	B + C Left (Opponent Standing)
Kamikazi Headbutt	B + C Left (Opponent On Mat)

The Big Bossman



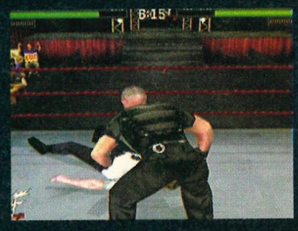
>Back in the old days of the WWF, this guy was a 'good' wrestler. Now, though, he's a bit rubbish and has taken to fighting old women. What a wimp!

Both Standing

One-handed Choke	
Slam	Left, Right, Up or Right, Left, Up, Y
Fall Forward Slam	Up, Down or Down, Up, B
Bearhug	Left, Right or Right, Left, Y
Choke	Up, Down or Down, Up, X
Neck Breaker	Up, Down or Down, Up, Y
Press Slam	Left, Right or Right, Left, X
European Uppercut	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Sidewalk Slam	Left, Up or Right, Up, X
Brain Buster	Left or Right, B
Side Slam	Left or Right, Y
Neck Breaker	Left or Right, X



In Tie-up (Behind)

Sleeping Neck Breaker	Left or Right, B
Sleeper Hold	Left or Right, Y
Crossface Chickenwing	Left or Right, X

Opponent On Mat, Near Head

Squeeze Head	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Wishbone Leg Splitter	Left, Down or Right, Down, X

On Top Turnbuckle

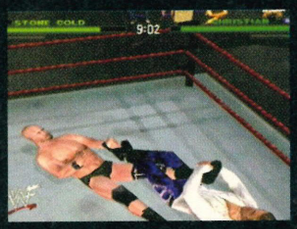
Shoulder Tackle	A + B (Opponent Standing)

Running

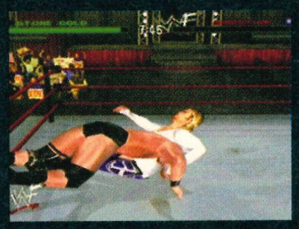
Flying Clothesline	X

Opponent Running

Power Slam	B
Boss Man Slam	X



Christian



>The brother of Edge and former follower of Gangrel in The Brood is an accomplished wrestler in his own right. Don't get too close or you'll end up feeling The Impaler!

Both Standing

The Impaler	Up, Down, Up or Down, Up, Down, B
Falling Reverse DDT	Left, Right or Right, Left, X
Chin Crusher	Left, Right or Right, Left, Y
Enziguri	Up, Down or Down, Up, X
DDT	Up, Down or Down, Up, Y
Japanese Arm Drag	Left, Down or Right, Down, X
Grab Head And Punch	Y (Opponent Dazed)
Front Jump Kick	X (Opponent Dazed)

In Tie-up (Front)

Floatover Suplex	Left or Right, B
DDT	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

German Suplex	Left or Right, B
Victory Roll	Left or Right, X
Octopus Hold	Left or Right, Y

Opponent On Mat, Near Head

Toe Hold Half Crab	Up, Down, Down or Down, Up, Up, Y

Opponent On Mat, Near Feet

Leg Grapevine	Up, Down or Down, Up, X

Opponent In Turnbuckle

Swinging Bulldog	Up, Up or Down, Down, B

On Top Turnbuckle

Drop Kick	A + B (Opponent Standing)
450 Splash	X + Y (Opponent On Mat)

Running

Flying Head Scissors	X

Opponent Running

Spinning Heel Kick	X

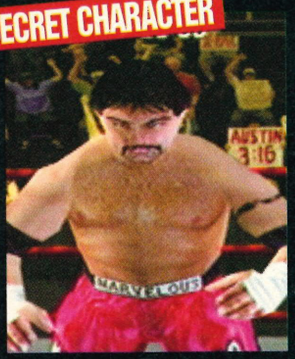
continued>

continued

SECRET CHARACTERS

>All of the wrestlers in this section can only be used once you've opened them up in the Career mode. Make sure that you go to the Options screen and choose 'Save Options' once you've got them, or you'll lose them when you switch the game off!

SECRET CHARACTER



Marvelous Mark Mero

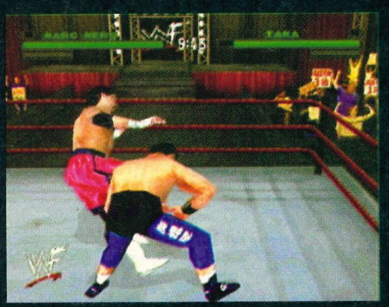
>A three-time Golden Gloves boxing champion, Mero turned to wrestling when he realised just how good he was at it. After all, he's just marvellous!

Both Standing

TKO	Left, Right, Right or Right, Left, Left, B
Chin Crusher	Left, Up or Right, Up, Y
Hairgrab Takeover	Left, Right or Right, Left, X
Running Knee Hit	Left, Up or Right, Up, X
Hurricanrana	Left, Up or Right, Up, B
Samoan Drop	Left, Down or Right, Down, Y
Small Package	Up, Down or Down, Up, X
Boxer Jab Combo	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Up, Down or Down, Up, Y
Samoan Drop	Left or Right, B
DDT	Left or Right, Y
Arm Bar	Left or Right, X

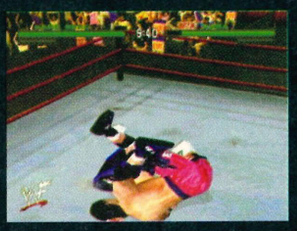


In Tie-up (Behind)

Bulldog	Left or Right, B
Russian Leg Sweep	Left or Right, Y
Low Blow	Left or Right, X

Opponent On Mat, Near Head

Camel Clutch	Up, Down, Up or Down, Up, Down, Y



Opponent On Mat, Near Feet

Inverted STF	Left, Up or Right, Up, X

Opponent On Mat, At Side

Leg Drop	Up, Up or Down, Down, B

Opponent In Turnbuckle

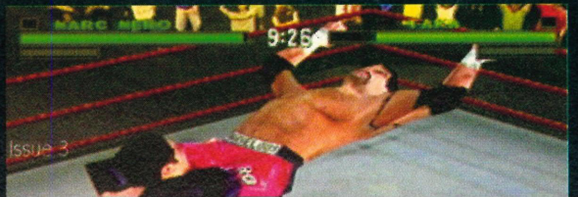
Top Rope Hurricanrana	Up, Up or Down, Down, B

On Top Turnbuckle

Marvelosity	X + A (Opponent On Mat)

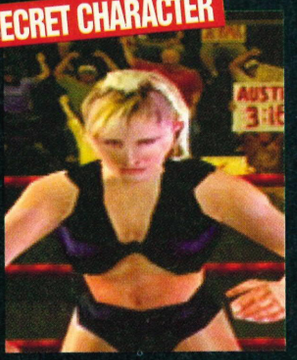
Opponent Running

Power Slam	B



SECRET CHARACTER

Sable



>Originally the manager of Marvelous Mark Mero, she went off on her own to try her hand at a spot of women's wrestling. It's a pity that she wasn't that good at it really...

Both Standing

Hairgrab Takeover	Left, Right or Right, Left. A
Snap Mare	Left, Down or Right, Down, Y
Hurricanrana	Up, Down or Down, Up, B
Flying Head Scissors	Left, Right or Right, Left, Y
Drop Toe Hold	Up, Down or Down, Up, X
Grab Head And Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Sablebomb	Up, Down or Down, Up, X
Bulldog	Left or Right, B
Three Knee Combo	Left or Right, Y
Leg Stretch	Left or Right, X

In Tie-up (Behind)

Bulldog	Left or Right, B
Russian Leg Sweep	Left or Right, Y
Victory Roll	Left or Right, X

Opponent On Mat, Near Head

Leglock Chokehold	Left, Right or Right, Left, Y

Opponent On Mat, Near Feet

Leg Grapevine	Left, Right or Right, Left, X

Opponent On Mat, At Side

Standing Splash	Left, Right or Right, Left, B

Opponent In Turnbuckle

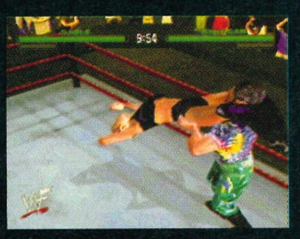
Sablecanrana	Up, Down or Down, Up, X

On Top Turnbuckle

Body Press	X + Y (Opponent Standing)
Splash	A + B (Opponent On Mat)

Running

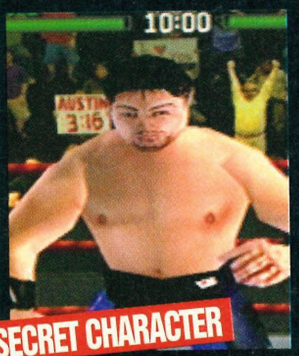
Cross Body Block	X



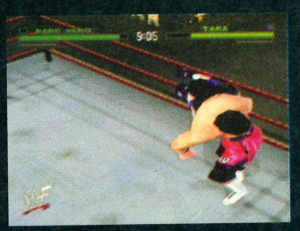
Opponent Running

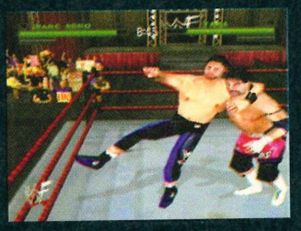
High Knee Combo	X

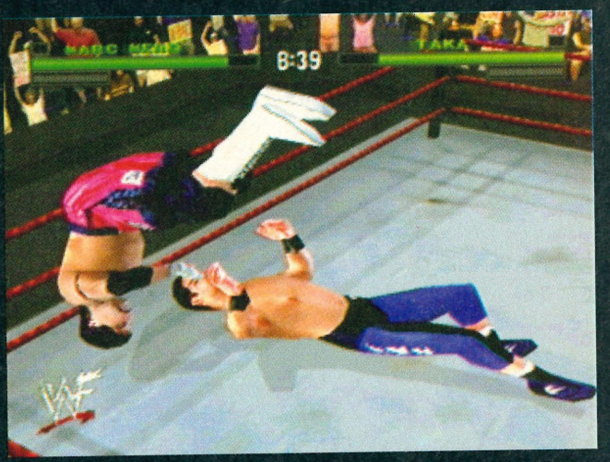
Taka Michinoku

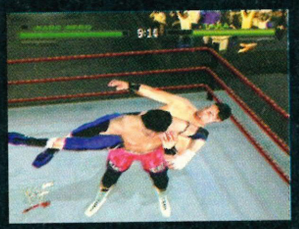


SECRET CHARACTER









›He's been the Light Heavyweight champion and a member of Kaientai, a demented Japanese four-man Tag Team. Taka is fast, furious and a mad high-flyer so watch out!

Both Standing

Michinoku Driver	Left, Right, Down or Right, Left, Down, Y
Enziguri	Left, Up or Right, Up, Y
Snap Mare	Left, Right or Right, Left, Y
Flying Head Scissors	Up, Down or Down, Up, B
Japanese Arm Drag	Left, Down or Right, Down, X
Crucifix Pin	Left, Up or Right, Up, X
Crane Wing Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Overhead Belly To Belly Suplex	Left or Right, B
Bulldog	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Bulldog	Left or Right, B
Sleeper Hold	Left or Right, Y
Rolling Prawn Hold	Left or Right, X

Opponent On Mat, Near Head

Kick To Spine	Left, Right or Right, Left, Y

Opponent On Mat, Near Feet

Surfboard	Left, Right or Right, Left, X

Opponent On Mat, At Side

Longbow Back Breaker	Up, Down, Up or Down, Up, Down, B

On Top Turnbuckle

450 Splash	A + B (Opponent On Mat)

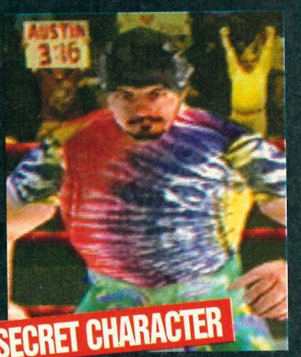
Running

Flying Head Scissors	X

Opponent Running

Arm Drag	X

Kurrgan



SECRET CHARACTER

›Originally a member of The Truth Commission, Kurrgan came out of himself and became one of The Oddities instead. Get up, dance and let's do the Kurrgan Shuffle!

Both Standing

One Handed Chokeslam	Left, Right, Up or Right, Left, Up, Y
Fall Forward Slam	Up, Down or Down, Up, B
Throat Toss	Left, Right or Right, Left, X
Short Arm Clothesline	Left, Right or Right, Left, Y
Knee To Face	Left, Down or Right, Down, X
Big Windup	Y (Opponent Dazed)
Boot To Face	X (Opponent Dazed)

In Tie-up (Front)

Kurrgan Shuffle	Up, Down or Down, Up, Y
Powerbomb	Left, Up or Right, Up, X
Side Belly To Belly Suplex	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Full Nelson Slam	Left or Right, B
Russian Leg Sweep	Left or Right, Y
Atomic Drop	Left or Right, X

Opponent On Mat, Near Head

Squeeze Head	Left, Right or Right, Left, Y

Opponent On Mat, Near Feet

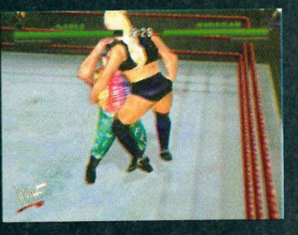
Elevated Crab	Left, Right, Down or Right, Left, Down, X

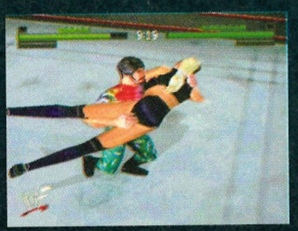
Opponent In Turnbuckle

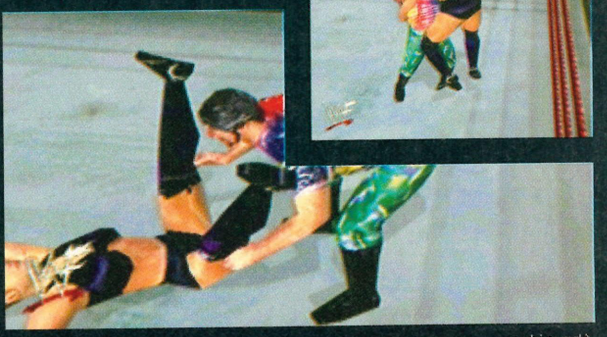
Top Rope Belly To Belly Suplex	Up, Down or Down, Up, Y

Opponent Running

Power Slam	B
Boot To Face	X



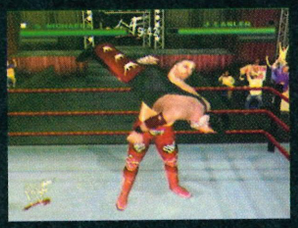




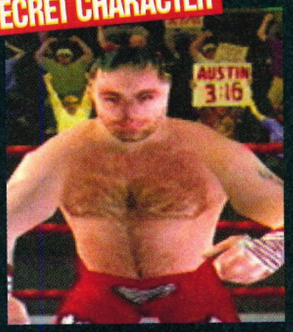
continued ›

players' guide

continued



SECRET CHARACTER



'Heartbreak Kid' Shawn Michaels

Shawn is the man who started the whole D-Generation X phenomenon and now acts as commissioner for the WWF. He's the Showstopper and don't you forget it!

Both Standing

Sweet Chin Music	Left, Right or Right, Left, X
Hurricanrana	Up, Down or Down, Up, B
Snap Mare	Left, Down or Right, Down, Y
Flying Head Scissors	Left, Up or Right, Up, Y
Drop Toe Hold	Up, Down or Down, Up, X
Crucifix Pin	Left, Up or Right, Up, X
Grab Head And Punch	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Northern Lights Suplex	Left or Right, B
Fisherman's Suplex	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Bridging German Suplex	Left or Right, B

Opponent On Mat, Near Head

Leglock Chokehold	Left, Down or Right, Down, Y

Opponent On Mat, Near Feet

Figure Four Leglock	Left, Down or Right, Down, X

Opponent On Mat, At Side

Elbow Drop Onto Arm	Left, Down or Right, Down, B
Spinning Armhold	Left, Up or Right, Up, B

Opponent In Turnbuckle

Flying Head Scissors	Up, Up or Down, Down, Y

On Top Turnbuckle

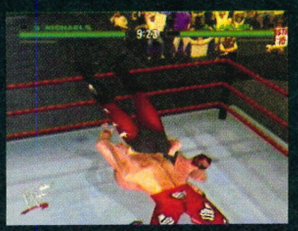
Shooting Star Press	A + B (Opponent On Mat)

Running

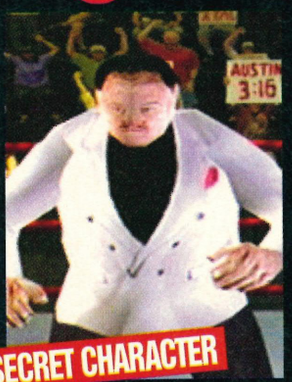
Flying Head Scissors	X

Opponent Running

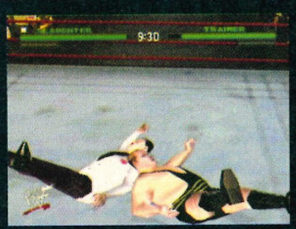
Drop Toe Hold	X

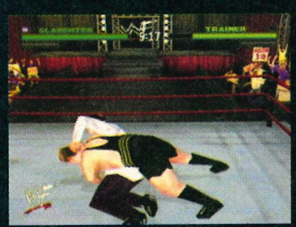


Sgt Slaughter



SECRET CHARACTER





Attention! Down on Slaughter Boot Camp, this man rules the roost. In the ring though, he's really not all that hot... well, he is getting a bit old, you know.

Both Standing

Fall Forward Slam	Left, Down or Right, Down, B
Bearhug	Up, Down or Down, Up, Y
Gorilla Press Slam	Left, Right, Up or Right, Left, Up, Y
Shoulder Breaker	Left, Up or Right, Up, X
Spinning Neck Breaker	Up, Down or Down, Up, B
Headlock Takedown	Left, Down or Right, Down, X
Haymaker	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Up, Down or Down, Up, Y
Bulldog	Left or Right, B
Shoulder Breaker	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Cobra Clutch	Left or Right, B
Atomic Drop	Left or Right, Y
Roll Up Pin	Left or Right, X

Opponent On Mat, Near Head

Camel Clutch	Up, Up, Down or Down, Down, Up, Y

Opponent On Mat, Near Feet

Boston Crab	Left, Right or Right, Left, X

Opponent In Turnbuckle

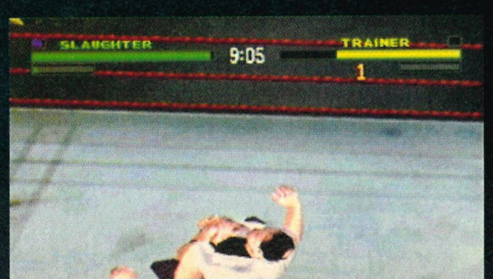
Choke With Boot	Up, Up or Down, Down, X
Overhead Toss	Up, Up or Down, Down, Y

On Top Turnbuckle

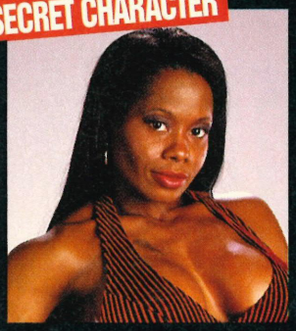
Driving Elbow	B + C Left (Opponent On Mat)

Opponent Running

Power Slam	B



SECRET CHARACTER



Jacqueline

She's a member of PMS (that's the Pretty Mean Sisters to you and me) and has a tendency to pop out of her clothing at the drop of a hat. Ooh, lucky us.

Both Standing

Hairgrab Takeover	Left, Down or Right, Down, X
DDT	Left, Right or Right, Left, B
Flying Head Scissors	Left, Up or Right, Up, Y
European Uppercut	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Bulldog	Left or Right, B
Three Knee Combo	Left or Right, Y
Leg Stretch	Left or Right, X
Piledriver	Up, Down, Down or Down, Up, Up, B

In Tie-up (Behind)

Bulldog	Left or Right, B
Atomic Drop	Left or Right, Y
Low Blow	Left or Right, X

Opponent On Mat, Near Head

Leglock Chokehold	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Headbutt To Groin	Up, Down or Down, Up, X

Opponent On Mat, At Side

Standing Splash	Up, Down or Down, Up, B

On Top Turnbuckle

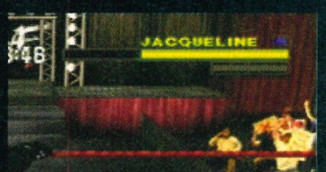
Kamikaze Headbutt	B + C Left (Opponent On Mat)
Shoulder Tackle	X + A (Opponent Standing)

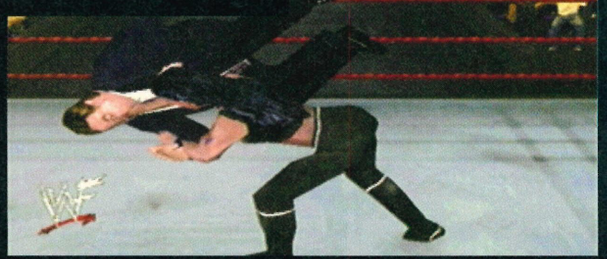
Running

Tackle With Punches X

Opponent Running

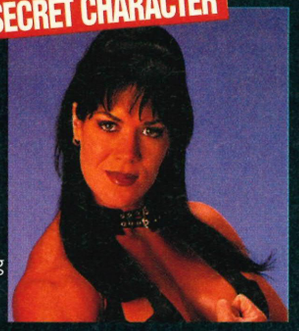
Spinning Heel Kick X





SECRET CHARACTER

Chyna



As an ex-member of D-Generation X and now joint Intercontinental champ, this girl is all business. Of course, looking a bit like a bloke might have something to do with it...

Both Standing

Pedigree	Left, Down or Right, Down, X
Running Knee Hit	Left, Down or Right, Down B
Hairgrab Takeover	Up, Down or Down, Up, X
Snap Mare	Left, Up or Right, Up, Y
Hurricanrana	Left, Right, Up or Right, Left, Up, Y
Throat Toss	Left, Up or Right, Up, X
Front Back Breaker	Left, Down or Right, Down, B
Leg Drag	Left, Right or Right, Left, X
Hit To Groin	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Right, Up or Right, Left, Up, B
Side Belly To Belly Suplex	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Chyna Downstairs	Left or Right, X
Sleeper Hold	Left or Right, Y
Reverse DDT	Left or Right, B

Opponent On Mat, Near Head

Kick To Spine	Left, Up or Right, Up, Y
Leglock Chokehold	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Elbow To Groin	Up, Down or Down, Up, X

Opponent In Turnbuckle

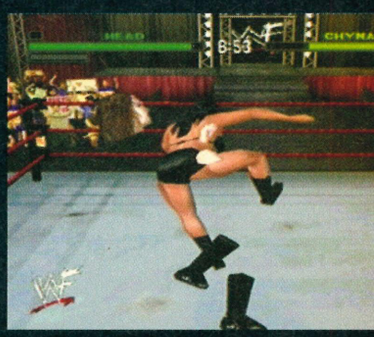
Overhead Press	Up, Up or Down, Down, Y

On Top Turnbuckle

Knee Drop	X + A (Opponent On Mat)

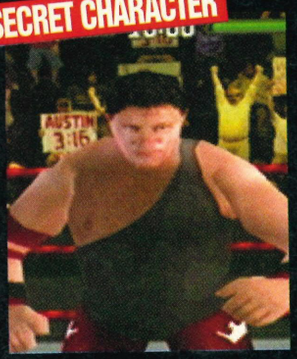
Running

Tackle With Punches B



continued >

SECRET CHARACTER



Jerry 'The King' Lawler

The King is one of the older Superstars in the WWF and tends to stick to commentating rather than wrestling. If he's in the ring then who's that in the commentary box?

Both Standing

Hairgrab Takeover	Up, Down or Down, Up, X
Chin Crusher	Left, Down or Right, Down, Y
Snap Mare	Left, Up or Right, Up, Y
Spinning Neck Breaker	Left, Right or Right, Left, B
Big Windup	Y (Opponent Dazed)
Drop Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Up or Right, Up, Y
Big Head Punch	Left, Right or Right, Left, X
Overhead Belly To Belly Suplex	Left or Right, B
Inverted Atomic Drop	Left or Right, Y
Back Breaker	Left or Right, X

In Tie-up (Behind)

Bulldog	Left or Right, B
Sleeper Hold	Left or Right, Y
Abdominal Stretch	Left or Right, X

Opponent On Mat, Near Head

Camel Clutch	Left, Right, Down or Right, Left, Down, Y

Opponent On Mat, Near Feet

Surfboard	Left, Right or Right, Left, X

Opponent On Mat, At Side

Mount Punches	Left, Right or Right, Left, B

Opponent In Turnbuckle

Top Rope Belly To Belly Suplex	Up, Up or Down, Down, B
Turnpost Slam	Up, Up or Down, Down, X

On Top Turnbuckle

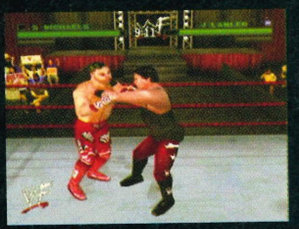
Fist Drop	X + A (Opponent On Mat)

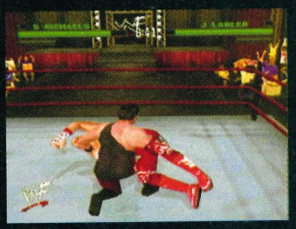
Running

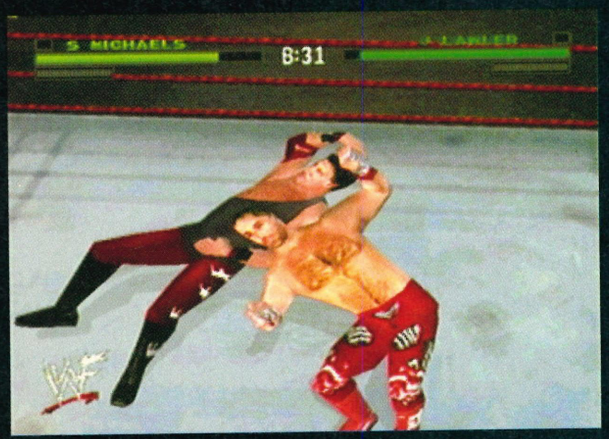
Cross Body Block	B

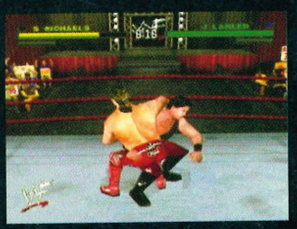
Opponent Running

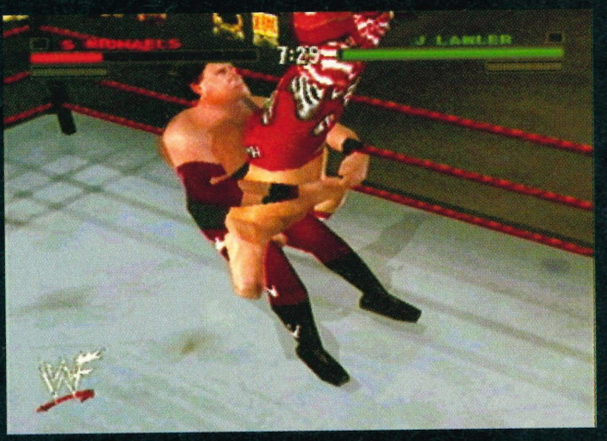
Power Slam	B

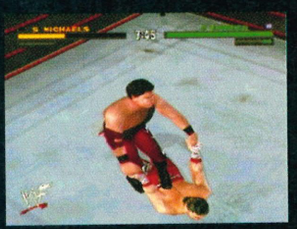


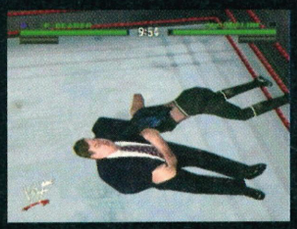
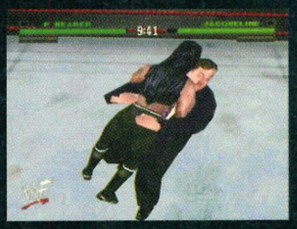
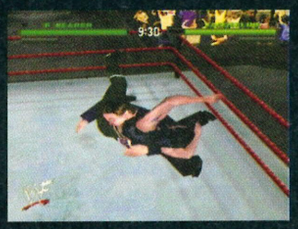




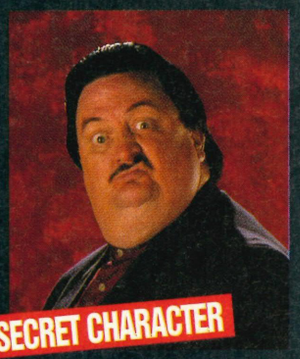






Paul Bearer



>The manager of The Undertaker might be slightly bigger than the average wrestler in the waist department but that's not going to stop him kicking some butt in the name of evil!

Both Standing

Bearhug	Left, Right or Right, Left, Y
Hairgrab Takeover	Left, Right or Right, Left, X
Fall Forward Slam	Left, Down or Right, Down, Y
DDT	Left, Down or Right, Down, B
Side Belly To Belly Suplex	Up, Down or Down, Up, B
Thrust To Throat	Y (Opponent Dazed)
Mafia Kick	X (Opponent Dazed)

In Tie-up (Front)

Piledriver	Left, Right, Up or Right, Left, Up, B
Side Belly To Belly Suplex	Left or Right, B
DDT	Left or Right, Y
Chest Breaker	Left or Right, X

In Tie-up (Behind)

Low Blow	Left or Right, X
Sleeper Hold	Left or Right, Y
Reverse DDT	Left or Right, B

Opponent On Mat, Near Head

Squeeze Head	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Spinning Toe Hold	Up, Down, Up or Down, Up, Down, X

Opponent On Mat, At Side

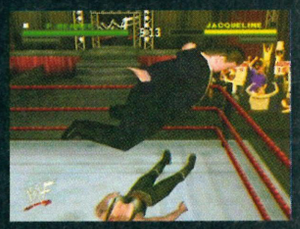
Standing Splash	Up, Down or Down, Up, B

Opponent In Turnbuckle

Swinging Bulldog	Up, Down or Down, Up, X

On Top Turnbuckle

Buffet Buster	A + B (Opponent On Mat)
Body Press	A + B (Opponent Standing)



Head

>Yes, it is very strange to find a mannequin head as a secret character in a wrestling game but that's videogames for you. Head is one of the strongest characters in the game – he's got everyone else's finishers as regular moves!

Both Standing

Running Powerbomb	Left, Up or Right, Up, B
Implant DDT	Left, Right or Right, Left, Y
Laying The Smack Down	Up, Down or Down, Up, Y
Gorilla Press Slam	Left, Down or Right, Down, B
Double Underhook Suplex	Left, Right or Right, Left, X
Grab Head And Punch	Y (Opponent Dazed)
Side Kick	X (Opponent Dazed)

In Tie-up (Front)

Hanging Powerslam	Up, Down or Down, Up, B
T-Bone Suplex	Left or Right, B
Front Brainbuster	Left or Right, Y
Powerbomb	Left or Right, X

In Tie-up (Behind)

Reverse Brainbuster	Up, Down or Down, Up, B
Reverse Powerbomb	Left or Right, B
Reverse Vertical Suplex	Left or Right, Y
Sleeping Neck Breaker	Left or Right, X

Opponent On Mat, Near Head

Stranglehold Gamma	Up, Down or Down, Up, Y

Opponent On Mat, Near Feet

Elevated Crab	Up, Down or Down, Up, X

Opponent On Mat, At Side

Death From Above	Up, Down or Down, Up, B

On Top Turnbuckle

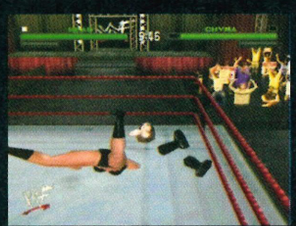
Shooting Star Press	A + B (Opponent On Mat)

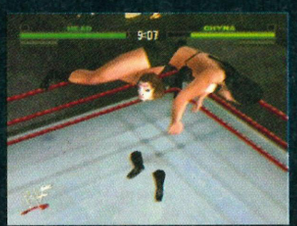
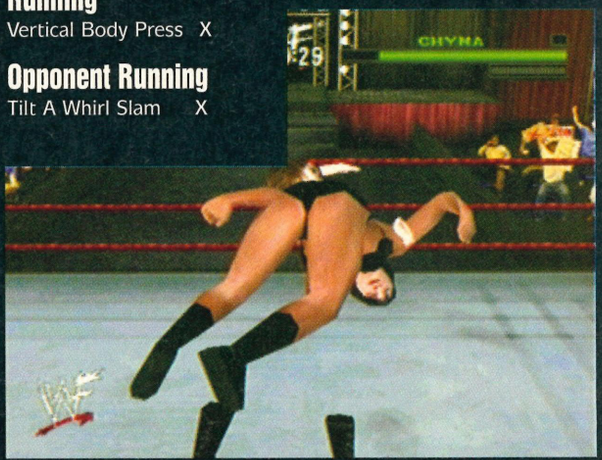
Running

Vertical Body Press	X

Opponent Running

Tilt A Whirl Slam	X



www.dream-cast.net

players' guide

Street Fighter Alpha 3

The biggest fighter of them all is back in town! If you want to be a fighting master, you're going to need our totally comprehensive moves guide!

Ryu

Special Moves

XAV	Fireball	d, df, f + P
AV	Fake Fireball	d, df, f + Taunt
XAV	Heat Fireball	b, db, d, df, f + P
XAV	Dragon Punch	f, d, df + P
XAV	Hurricane Kick	d, db, b + K
XV	Double Mid Thrust	f + HP
XAV	Collarbone Split	f + MP
AV	Rising Roundhouse	f + MK

Super Combos

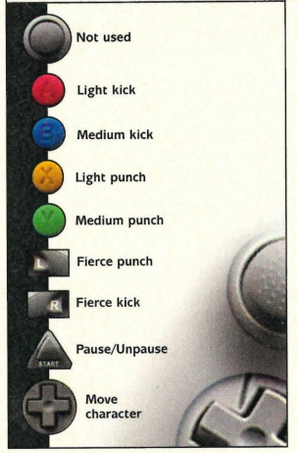
XA	Vacuum Fireball	d, df, f, d, df, f + P (Level 1)
A	Vacuum Whirlwind Kick	d, db, b, d, db, b + K (Level 1)
A	Dragon Fist Of Destruction	d, df, f, d, df + K (Level 3)

Throws

Ground	b/f + PP/KK
Air	b/f + PP

CONTROLS

Punch your way to the top with these controls!



MOVES KEY

If you're stuck for what the abbreviations mean in our guide, check out the key below.

f	Forward
b	Back
d	Down
u	Up
df	Down Forward
db	Down Back
uf	Up Forward
ub	Up Back

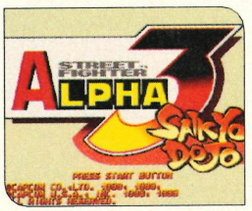
P – Any Punch Button
K – Any Kick Button
PP – Any Two Punch Buttons
KK – Any Two Kick Buttons
PPP – Any Three Punch Buttons
KKK – Any Three Kick Buttons
LP – Light Punch
MP – Medium Punch
HP – Fierce Punch

LK – Light Kick
MK – Medium Kick
HK – Fierce Kick
Charge – Hold the directions for two seconds
Rotate 360/720° – Rotate the D-Pad 360/720°

essential information > Dreamcast magazine says

"SFA3 is coin-op perfect and still packs a decent punch!"

essential information > Dreamcast Solutions Street Fighter Alpha 3



Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up

two players

arcade stick

vibration pack

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Blanka

Special Moves

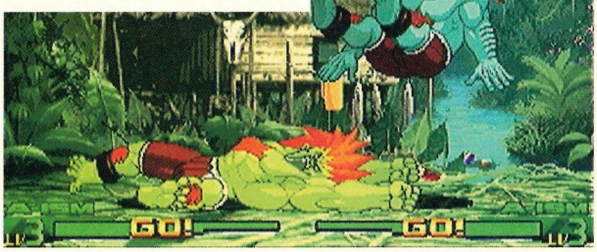
XAV	Electric Thunder	Tap P rapidly
XAV	Ground Roll	Charge b, f + P
XAV	Jump-Back Roll	Charge b, f + K
XAV	Vertical Roll	Charge d, u + K
XAV	Surprise Forward	f + KKK
XAV	Surprise Back	b + KKK
XA	Rock Crush	(Close) b/f + MP
V	Rock Crush	(Close) b + MP
XAV	Ground Dive	df + HP

Super Combos

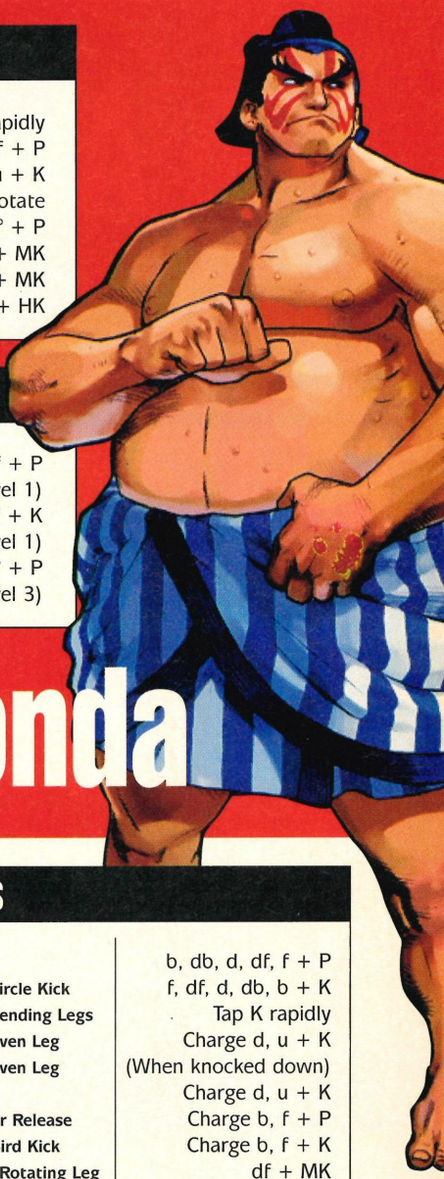
XA	Super Ground Roll	Charge b, f, b, f + P (Level 1)
A	Tropical Hazard	Charge db, df, db, uf + K, tap P/K (Level 1)

Throws

Ground	b/f + PP
Air	b/f + PP/KK



E Honda



Special Moves

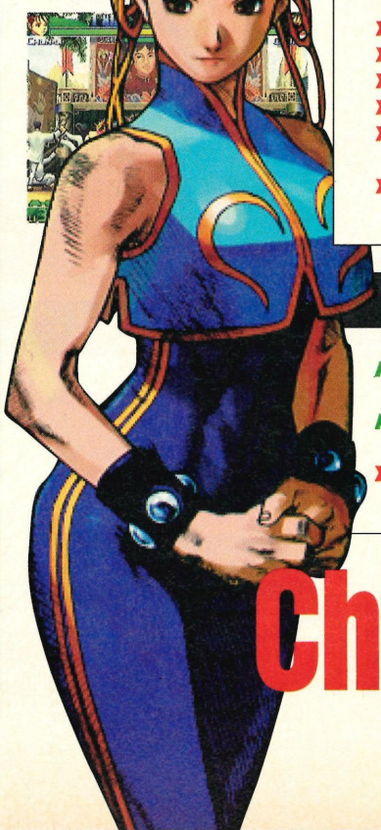
XAV	Hundred Hands	Tap P rapidly
XAV	Super Headbutt	Charge b, f + P
XAV	Super Weight Drop	Charge d, u + K
XAV	Tree Throw	(Close) Rotate 360° + P
X	Flying Sumo Press	(Air) d + MK
XAV	Knee	f + MK
XAV	Sweep	f + HK

Super Combos

XA	Unparalleled Demon	Charge b, f, b, f + P (Level 1)
A	Fuji Wind	Charge b, f, b, f + K (Level 1)
A	Serpent Smasher	(Close) Rotate 720° + P (Level 3)

Throws

Ground	b/f + PP/KK
Air	b/f + PP



Special Moves

AV	Chi Fist	b, db, d, df, f + P
AV	Spinning Circle Kick	f, df, d, db, b + K
XAV	Hundred Rending Legs	Tap K rapidly
AV	Rising Heaven Leg	Charge d, u + K
X	Rising Heaven Leg	(When knocked down) Charge d, u + K
X	Dual Power Release	Charge b, f + P
X	Spinning Bird Kick	Charge b, f + K
XAV	Backward Rotating Leg	df + MK
XAV	Crane Leg Drop	df + HK
XAV	Sparrow Talon Leg	(Air) d + MK (Can repeat while airborne)
XAV	Triangle Hop	Jump against a wall, press f

Super Combos

A	Supreme Rising Heaven Leg	Charge db, df, db, uf + K (Level 1)
A	Chi Palm	d, df, f, d, df, f + P (Level 1)
XA	Thousand Rending Legs	Charge b, f, b, f + K (Level 1)

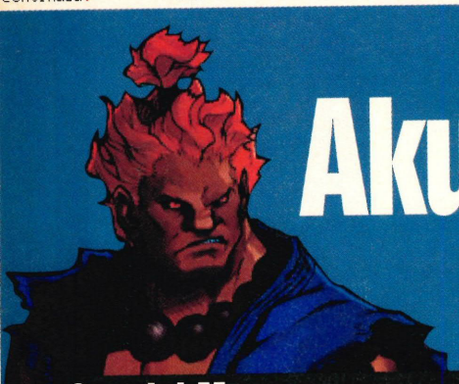
Chun Li

Throws

Ground	b/f + PP
Air	b/f + PP

players' guide

continued >



Akuma

Special Moves

XAV	Fireball	d, df, f + P
XAV	Air Fireball	(Air) d, df, f + P
XAV	Heat Fireball	f, df, d, db, b + P
XAV	Dragon Punch	f, d, df + P
XAV	Whirlwind Kick	d, db, b + K
AV	Forward Roll	d, db, b + P
XAV	Spirit Move	f, d, df (or b, d, db) + PPP/KKK
AV	Hundred Demon Raid	d, df, f, uf + P
AV	Hundred Demon Great Slash	d, df, f, uf + P
AV	Hundred Demon Great Raid	d, df, f, uf + P, P
AV	Hundred Demon Great Edge	d, df, f, uf + P, K
AV	Hundred Demon Great Smash	d, df, f, uf + P, press P when close
AV	Hundred Demon Great Crash	d, df, f, uf + P, press K when close
XAV	Air Blade Leg	uf, d + MK at apex
XAV	Skull Destroyer	f + MP
XAV	Whirlwind Leg	f + MK

Super Combos

A	Great Fireball	f, df, d, db, b, f, df, d, db, b + P (Level 1)
A	Great Dragon Punch	d, df, f, d, df + P (Level 1)
A	Great Sky Killer	(Air) d, df, f, d, df + P (Level 1)

Dhalsim

Special Moves

XAV	Yoga Fire	d, df, f + P
AV	Yoga Flame	f, df, d, db, b + P
X	Yoga Flame	b, db, d, df, f + P
AV	Yoga Blast	f, df, d, db, b + K
X	Yoga Blast	b, db, d, df, f + K
AV	Yoga Escape	(When knocked down) b, db, d + K
XAV	Yoga Teleport	f, d, df (or b, d, db) + PPP/KKK
A	Yoga Shock	b + hold LP
AV	Yoga Palm	f + LP
XAV	Drill Headbutt	(Air) d + HP
XAV	Drill Kick	(Air) d + K

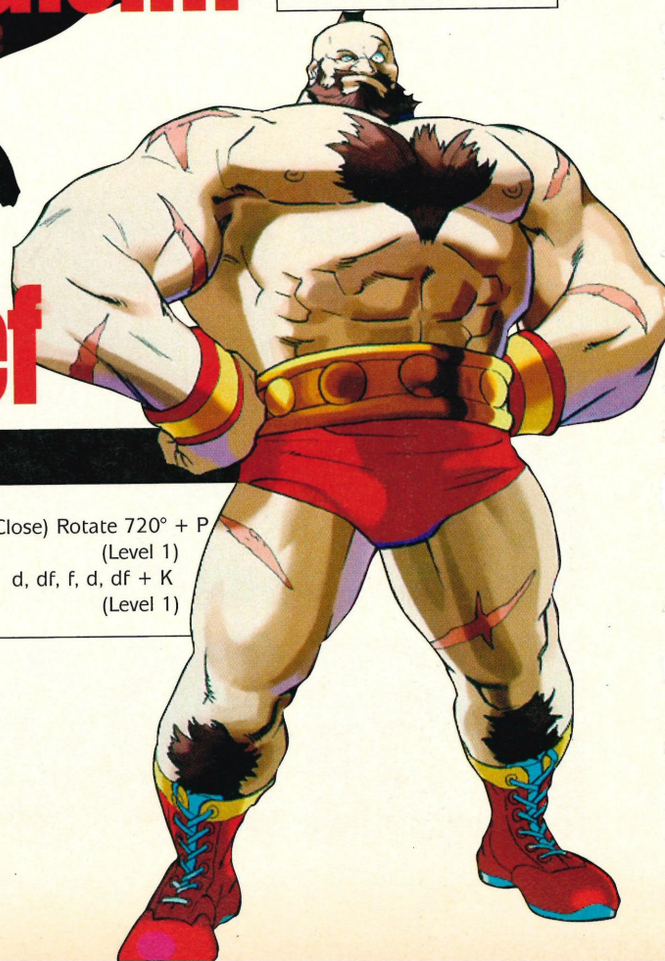
Super Combos

X	Yoga Tempest	b, db, d, df, f, b, db, d, df, f + P (Level 1)
A	Yoga Inferno	d, df, f, d, df + P (Level 1)
A	Yoga Strike	d, df, f, d, df + K (Level 1)
A	Yoga Stream	d, db, b, d, db, b + P (Level 1)

Throws

Ground	b/f + PP/KK
Air	b/f + PP

Zangief



Special Moves

XAV	Double Lariat	PPP, move b/f
XAV	Quick Double Lariat	KKK, move b/f
XAV	Screw Piledriver	(Close) Rotate 360° + P
XAV	Flying Powerbomb	Rotate 360° + K
XAV	Atomic Suplex	(Close) Rotate 360° + K
X	Banishing Flat	f, df, d + P
AV	Banishing Flat	f, d, df + P
XAV	Body Press	ub/uf, d + HP
XAV	Double Knee Drop	ub/uf, d + LK/MK
XAV	Headbutt	(Air) u + MP/HP
XAV	Dynamite Kick	db + MK
XAV	Russian Kick	db + HK

Super Combos

XA	Final Atomic Buster	(Close) Rotate 720° + P (Level 1)
A	Aerial Russian Slam	d, df, f, d, df + K (Level 1)

Throws

Ground	b/f + PP/KK (or n/df + PP/KK
Air	b/f + PP

Charlie

Special Moves

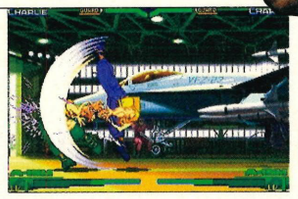
XAV	Sonic Boom	Charge b, f + P
XAV	Flash Kick	Charge d, u + K
AV	Dash	Tap f,f
AV	Knee Bazooka	(During Dash) K
X	Knee Bazooka	b/f + LK
XAV	Jump Sobat	b/f + MK
XAV	Step Kick	b/f + HK
XAV	Spin Back Knuckle	HP

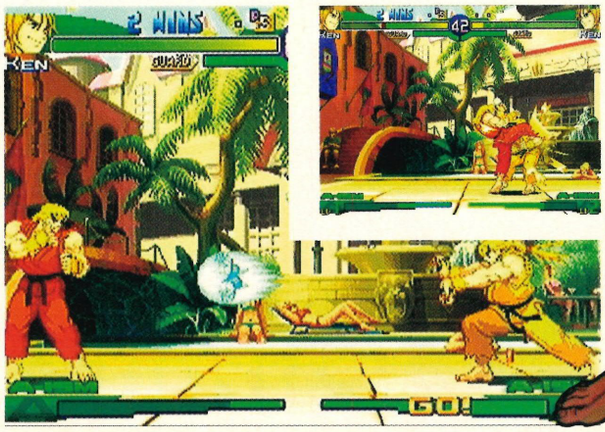
Super Combos

A	Sonic Break	Charge b, f, b, f + P (Level 1)
A	Crossfire Blitz	Charge b, f, b, f + K (Level 1)
XA	Flash Justice	Charge db, df, db, uf + K (Level 1)

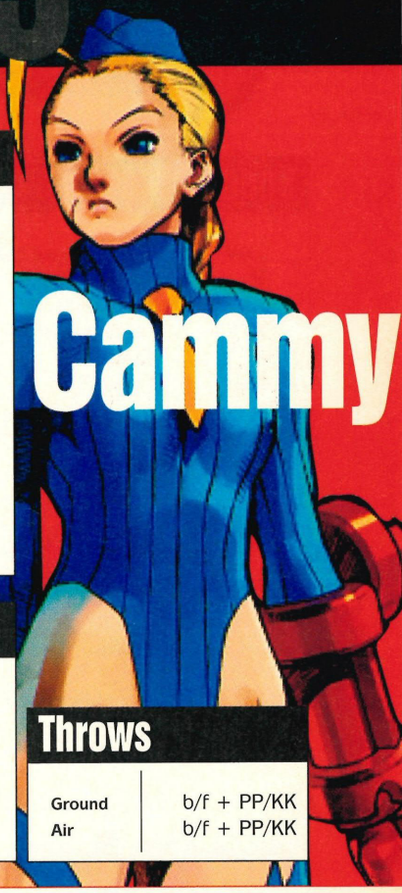
Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK





Cammy



Special Moves

XAV	Spiral Arrow	d, df, f + K
XAV	Cannon Spike	f, d, df + K
V	Cannon Strike	uf, d, db, b + K
V	Cannon Revenge	d, db, b + P
XA	Axle Spin Knuckle	f, df, d, db, b + P
XAV	Hooligan Combo	b, db, d, df, f, uf + P (Press K to cancel)
XAV	Razor Edge Slicer	(After Hooligan Combo) Do nothing
XAV	Fatal Leg Twister	(After Hooligan Combo) b/f + K when close
XAV	Cross Scissor Pressure	Do Fatal LegTwister close to ground

Super Combos

XA	Spin Drive Smasher	d, df, f, d, df + K (Level 1)
A	Reverse Shaft Breaker	d, db, b, d, db + K, tap P/K rapidly (Level 1)
A	Killer Bee Assault	Charge db, df, db, uf + K (Level 3)

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK

Special Moves

XAV	Fireball	d, df, f + P
XAV	Dragon Punch	f,d, df + P
XAV	Whirlwind Leg	d, db, b + K
AV	Forward Roll	d, db, b + P
AV	Front Fall	d, df, f + Taunt
XAV	Lightning Heel Split	f + MK
XAV	Roundhouse	f + HK
X	Simultaneous Press Special	(Crouch) LK, d + LK + HP

Super Combos

XA	Super Dragon Punch	d, df, f, d, df + P (Level 1)
A	God Dragon Fist	d, df, f, d, df + K, tap P/K rapidly (Level 1)
A	Lightning Hurricane Kick	d, db, b, d, db, b + K (Level 3)

Ken

Throws

Ground	b/f + PP/KK
Air	b/f + PP

continued>

continued >

Vega

Special Moves

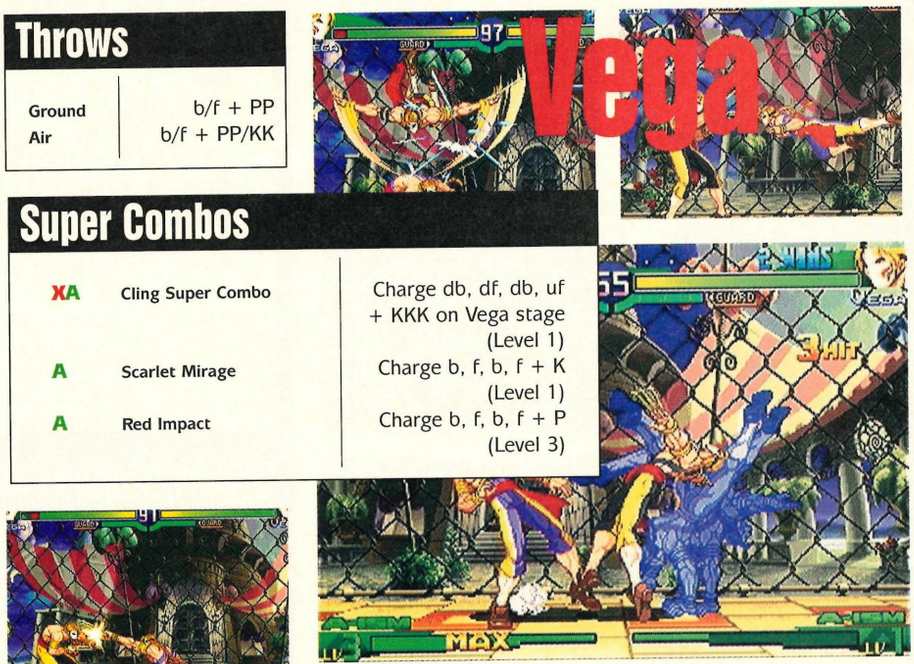
XAV	Rolling Crystal Flash	Charge b, f + P
V	Scarlet Terror	Charge db, f + K
XAV	Sky High Claw	Charge d, ub/u/uf + P
XAV	Flying Barcelona Attack	Charge d, ub/u/uf + K, b/f , P when close
XAV	Izuna Drop	Charge d, ub/u/uf + K, b/f, any dir + P when close
XAV	Cling to Wall	Charge d, ub/u/uf + KKK on Vega stage
XAV	Backslash	Press PPP
XAV	Short Backslash	Press KKK
XAV	Forward Kick	f + HK
XAV	Triangle Hop	Jump against wall, press f
XA	Rolling	Charge db, df, db, uf + K (Level 1)
XA	Barcelona Attack	(During Rolling) b/f, press P when close
XA	Izuna Drop	(During Rolling) b/f, any dir + P when close

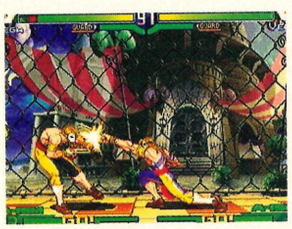
Throws

Ground	b/f + PP
Air	b/f + PP/KK

Super Combos

XA	Cling Super Combo	Charge db, df, db, uf + KKK on Vega stage (Level 1)
A	Scarlet Mirage	Charge b, f, b, f + K (Level 1)
A	Red Impact	Charge b, f, b, f + P (Level 3)





Sagat

Special Moves

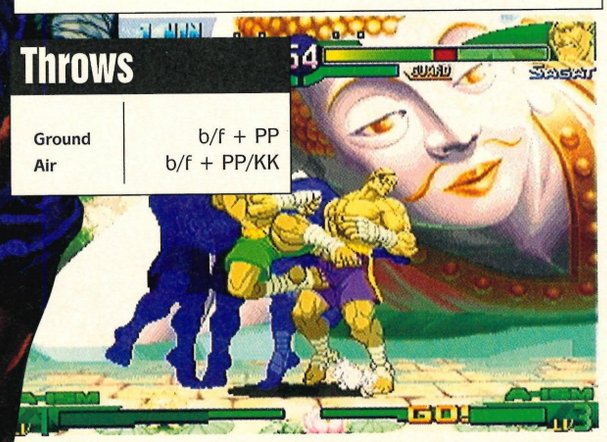
XAV	Tiger Shot	d, df, f + P
XAV	Ground Tiger Shot	d, df, f + K
X	Tiger Uppercut	f, d, df + P
AV	Tiger Blow	f, d, df + P
X	Tiger Crush	d, df, f, uf + K
AV	Tiger Crush	f, d, df + K
AV	Fake Kick	Quickly press MK twice

Super Combos

A	Angry Charge	d, df, f + Taunt (Level 1)
A	Tiger Cannon	d, df, f, d, df, f + P (Level 1)
A	Tiger Raid	d, db, b, d, db, b + K (Level 1)
XA	Tiger Genocide	d, df, f, d, df + K (Level 1)

Throws

Ground	b/f + PP
Air	b/f + PP/KK



Balrog

Special Moves

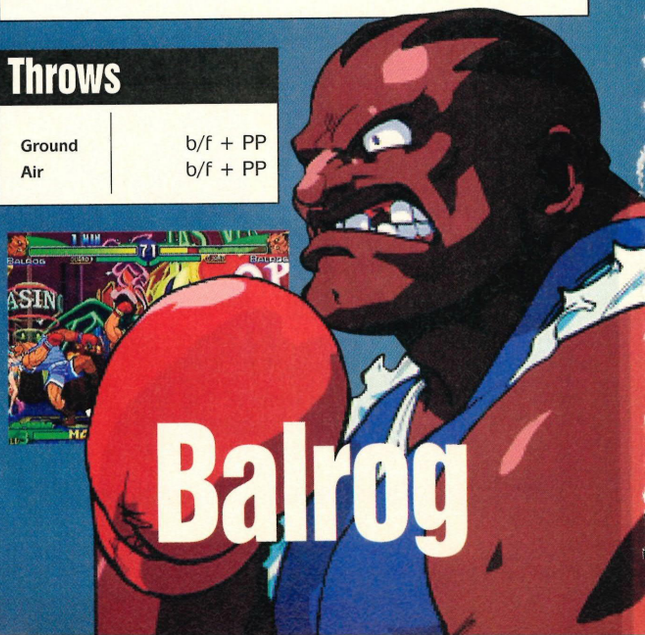
XAV	Dash Straight	Charge b, f + P
XAV	Dash Upper	Charge b, f + K
AV	Dash Ground Straight	Charge b, df + P
AV	Dash Ground Upper	Charge b, df + K
V	Buffalo Head	Charge d, u + P
A	Buffalo Head	(When knocked down) Charge d, u + P
XAV	Turn Punch	Hold and release PPP/KKK

Super Combos

XA	Crazy Buffalo	Charge b, f, b, f + P (Level 1)
A	Gigaton Blow	Charge b, f, b, f + K (Level 3)

Throws

Ground	b/f + PP
Air	b/f + PP



M Bison

Special Moves

AV	Psycho Shot	Charge b, f + P
X	Psycho Crusher	Charge b, f + P
XAV	Double Knee Press	Charge b, f + K
XAV	Head Press	Charge d, u + K
XAV	Somersault Skull Diver	(After Head Press) b/f + P
XAV	Somersault Skull Diver	Charge d, u + P, b/f + P
AV	Vega Warp	f, d, df (or b, d, db) + PPP/KKK

Super Combos

XA	Psycho Crusher	Charge b, f, b, f + P (Level 1)
A	Knee Press Nightmare	Charge b, f, b, f + K (Level 1)

Throws

Ground	b/f + PP
Air	b/f + PP

Special Moves

AV	Mourning Style:	PPP
XAV	(MS) Hundred Rapid Capture	Tap P rapidly
XAV	(MS) Reverse Cascade	f, d, df + K
AV	Detestable Style:	KKK
XAV	(DS) Serpent Drill	Charge b, f + P
AV	(DS) Wandering Fang	Charge d, ub/u/uf + K
XAV	Cursed Chew	MP
XAV	Low Hit	HP
AV	Counter Punch	d + HP
AV	Shin Kick	d + LK
XAV	Head Smash	Jump over opponent, MK
AV	Evil Blade	(Air) Quickly press HK twice

Super Combos

XA	(MS) Cruel Phantom	d, df, f, d, df, f + P (Level 1)
A	(MS) Death Point Curse	d, db, b, d, db, b + P (Level 1)
A	(DS) Lunatic Fang	(Air) d, db, b, d, db, b + K (Level 1)
A	(DS) Snake Bite Opening	d, df, f, d, df + K (Level 1)

Throws

Ground	b/f + PP/KK
Air	b/f + PP

Special Moves

XAV	Rising Jaguar	f, d, df + K
AV	Jaguar Kick	b, d, db + K
X	Jaguar Kick	(Air) K
XAV	Jaguar Tooth	f, df, d, db, b + K
XAV	Jaguar Crunch	f + MP
V	Jutting Kick	b + HK

Super Combos

A	Jaguar Revolver	d, df, f, d, df, f + K (Level 1)
XA	Jaguar Varied Assault	d, df, f, d, df + P (Level 1)
XA	Jaguar Thousand	(During L3 Jaguar Varied Assault) Tap P
XA	Jaguar Assassin	(During L3 Jaguar Varied Assault) Tap K

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK

continued>

continued>

Special Moves

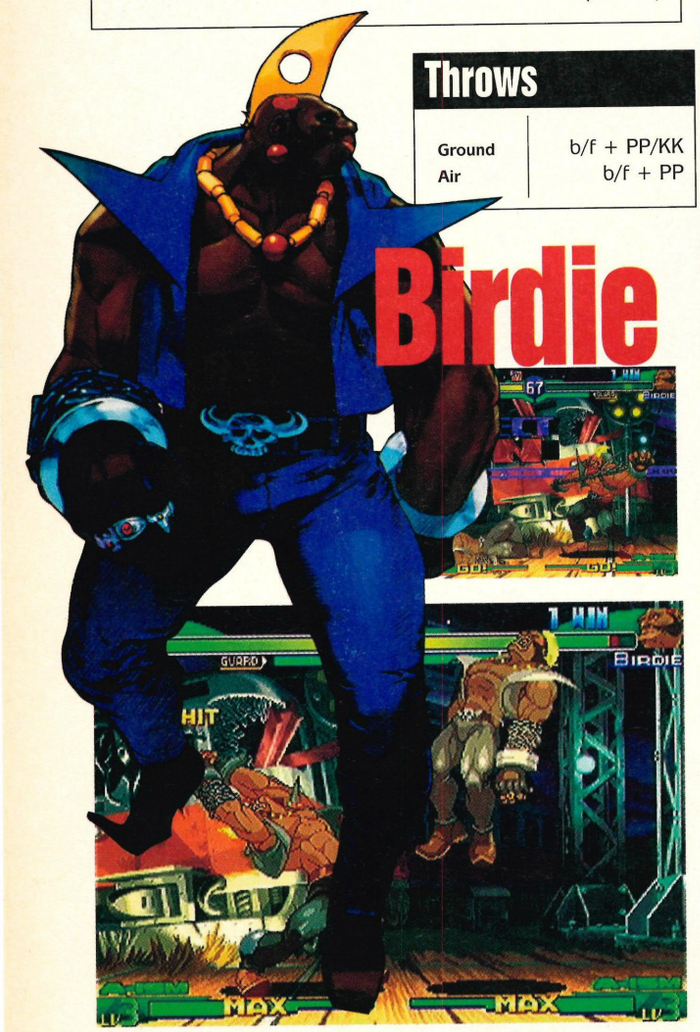
XAV	Bull Head	Charge b, f + P
XAV	Bull Horn	Hold and release PP/KK
XAV	Body Slam	(Air) d + HP
XAV	Bull Drop	f + HK
X	Bad Hammer	After 2-hit close HP, hold i

Super Combos

XAV	Murderer Chain	(Close) Rotate 360° + P (Level 1)
XAV	Bandit Chain	(Close) Rotate 360° + K (Level 1)
XA	The Birdie	Charge b, f, b, f + P (Level 1)
A	Bull Revenger	d, df, f, d, df + P/K (Level 1)

Throws

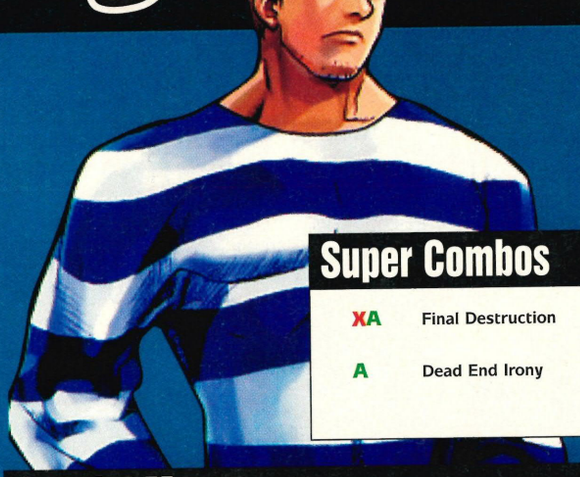
Ground	b/f + PP/KK
Air	b/f + PP



Birdie

Throws

Ground	b/f + PP/KK
Air	b/f + PP



Cody

Super Combos

XA	Final Destruction	d, df, f, d, df, f + P (Level 1)
A	Dead End Irony	d, df, f, d, df, f + K (Level 1)

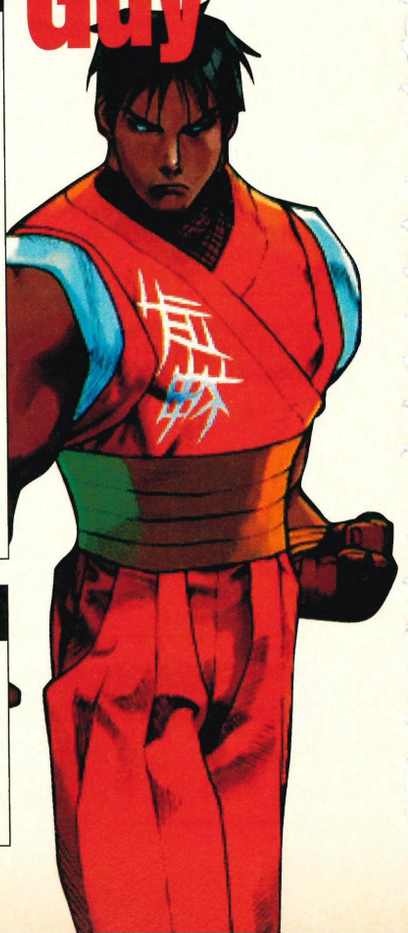
Special Moves

XAV	Bad Stone	d, df, f + P (Hold to delay)
AV	Fake Throw	d, df, f + Taunt (Hold to delay)
XAV	Ruffian Kick	d, df, f + K
XAV	Criminal Upper	d, db, b + P
XAV	Bad Spray	(When knocked down) b, db, d + P
XAV	Knife Pick-Up	(Near knife) d + PP
XAV	Knife Attack	(Armed) P
XAV	Knife Throw	(Armed) d, df, f + P
V	Dodge	(Hold to delay) (Unarmed) f + MP
XAV	Stomach Blow	f + HK
XAV	Crack Kick	(When attacked) Hold o/n

Throws

Ground	b/f + PP/KK
Air	b/f + KK

Guy



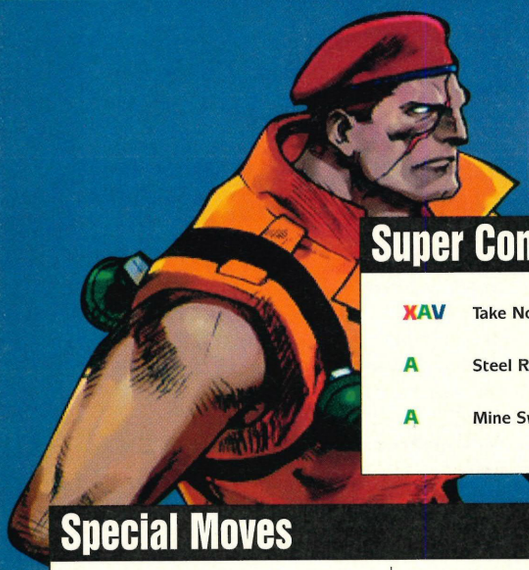
Special Moves

XAV	Bushin Izuna Drop	d, df, f + P, P when close
XAV	Izuna Elbow Drop	d, df, f + P, P when far
XAV	Mountain Demolishing Dipper	d, db, b + P
XAV	Whirlwind Leg	d, db, b + K
XAV	Dash	d, df, f + K
XAV	Dash Stop	d, df, f + LK, K
XAV	Dash Low Kick	d, df, f + MK, K
XAV	Dash Neck Cutter	d, df, f + HK, K
XAV	Elbow Drop	(Air) d + MP
XAV	Neck Breaker	f + MP
XAV	Spin Kick	df + HK
XAV	Imprisoning Chain Fist	(Close) LP, MP, HP, HK
X	Bushin Shoulder Throw	(Close) LP, MP, HP, d + HK
XAV	Triangle Hop	Jump against wall, press f

Super Combos

A	Eight Paired Fist	d, df, f, d, df + P (Level 1)
A	Strong Lightning Leg	d, df, f, d, df + K (Level 1)
XA	Unparalleled Rapid Reap	f, df, d, db, b, f, df, d, db, b + P (Level 3)

Rolento



Super Combos

XAV	Take No Prisoners	d, df, f, d, df, f + P (Level 1)
A	Steel Rain	d, df, f, d, df, f + K (Level 1)
A	Mine Sweeper	d, db, b, d, db, b + P (Level 1)

Special Moves

XAV	Patriot Circle	d, df, f + P (Perform 3 times for combo)
XAV	Stinger	f, d, df + K, P/K
XAV	Mekong Delta Attack	PPP, P when you land
XAV	Mekong Delta Air Raid	d, db, b + P, P
XAV	Mekong Delta Escape	d, db, b + K, then any attack
XAV	Trick Landing	KKK just before landing
AV	High Jump	db/d/df, ub/u/uf
XAV	Spike Rod	(Air) d + MK (Can repeat while airborne)
XAV	Fake Rod	f + MK

Throws

Ground	b/f + PP/KK
Air	b/f + KK

Sodom

Special Moves

XAV	Hell Scrape	d, df, f + P
XAV	Unlucky Day Buster	(Close) Rotate 360° + P
XAV	Worst Luck Burning	(Close) Rotate 360° + K
XAV	White Blade Catch	f, d, df + K
XAV	Oar Reverse	b, d, db + K
XAV	Roll Back Up	(When knocked down) f, df, d + P
XAV	Tengu Walking	(When knocked down) b, db, d + K
XAV	Tengu Walking	(While getting up) d, df, f + K
XAV	Sliding	d + HK

Super Combos

XA	Gift From Hell	d, df, f, d, df, f + P (Level 1)
A	Pillars Of Heaven Destruction	(Close) Rotate 720° + P (Level 1)

Dee Jay

Special Moves

XAV	Air Slasher	Charge b, f + P
XAV	Double Rolling Sobat	Charge b, f + K
AV	Jackknife Maximum	Charge d, u + K
XAV	Machine Gun Upper	Charge d, u + P, tap P rapidly
XAV	Knee Shot	ub/uf, d + LK

Super Combos

XA	Sobat Carnival	Charge b, f, b, f + K (Level 1)
A	Climax Beat	Charge db, df, db, uf + P (Level 1)
A	Theme Of Sunrise	Charge db, df, db, uf + K (Level 1)

Throws

Ground	b/f + PP/KK
Air	b/f + KK

Rose

Special Moves

XAV	Soul Spark	b, db, d, df, f + P
XAV	Soul Throw	f, d, df + P
XAV	Soul Reflect	d, db, b + P
XAV	Soul Spiral	d, df, f + K
XAV	Sliding	df + MK
AV	Soul-piette	f + HK

Super Combos

A	Aura Soul Spark	d, db, b, d, db, b + P (Level 1)
XA	Aura Soul Throw	d, df, f, d, df + P (Level 1)
A	Soul Illusion	d, df, f, d, df + K (Level 1) (Multiplies any attack)

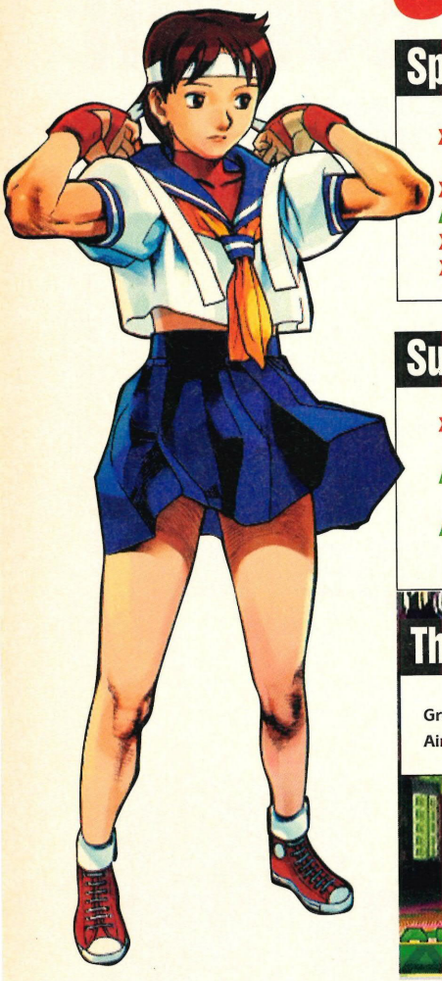
Throws

Ground	b/f + PP
Air	b/f + PP

continued>

continued>

Sakura



Special Moves

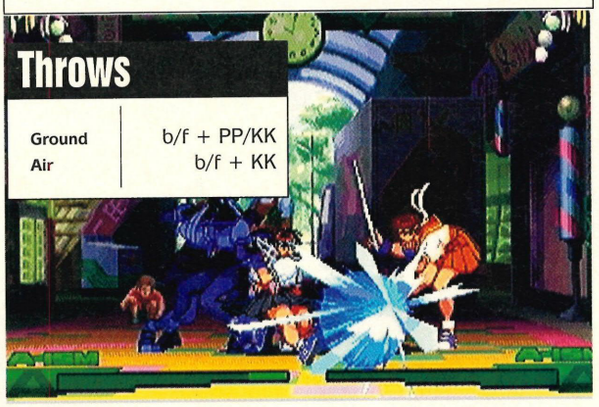
XAV	Fireball	d, df, f + P (Tap P rapidly to charge)
XAV	Cherry Blossom Fist	f, d, df + P
AV	Sakura Drop	f, d, df + K, tap P, P, P
XAV	Spring Breeze Leg	d, db, b + K
XAV	Flower Kick	f + MK

Super Combos

XA	Cherry Blossom Riot	d, df, f, d, df + K (Level 1)
A	Super Fireball	d, df, f, d, df, f + P (Level 1)
A	First Storm Of Spring	d, db, b, d, db, b + K (Level 1)

Throws

Ground	b/f + PP/KK
Air	b/f + KK



Karin

Special Moves

XAV	Red Lotus Fist	d, df, f + P, P
XAV	Demolishing Palm	f, d, df + P
XAV	Infinity Leg	f, d, df + K
XAV	Violent Elbows	b, d, db + P,
XAV	Massacre Destruction	d, df, f, uf + K
XAV	Demoness Return (Upper)	d, db, b + P
XAV	Demoness Return (Lower)	d, db, b + K
XAV	Wild Bear Assault	(Close) Rotate 360° + K
XAV	Elegant Kick	f + MK
XAV	Two-Leg Sweep	d + HK

Super Combos

XA	Creation Of God's Door	d, df, f, d, df + P (Level 1)
A	Emperor King Fist	d, df, f, d, df + K (Level 1)

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK

Dan

Special Moves

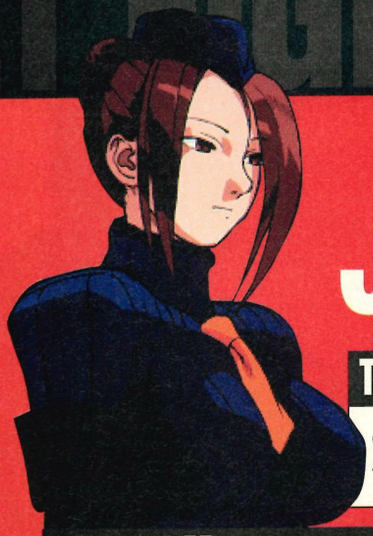
XAV	Fireball Fist	d, df, f + P
XAV	Dragon Punch	f, d, df + P
XAV	Sky Cutting Leg	d, db, b + K
AV	Mid-air Cutting Leg	(Air) d, db, b + K
XAV	Forward Roll Taunt	d, df, f + Taunt
XAV	Backward Roll Taunt	d, db, b + Taunt
V	Strongest Style Defence	Block b/db, then f + PPP

Super Combos

A	Real Fireball	d, df, f, d, df, f + P (Level 1)
XA	Certain Victory Fist	d, db, b, d, db, b + K (Level 1)
A	Super Dragon Punch	d, df, f, d, df, f + K (Level 1)
A	Legendary Taunt	d, df, f, d, df, f + Taunt (Level 1)
A	Mythical Taunt	d, db, b, d, db, b + Taunt(Level 3)

Throws

Ground	b/f + PP
Air	b/f + PP



Juli

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK

Special Moves

XAV	Sniping Arrow	d, df, f + K
XAV	Cannon Spike	f, d, df + K
XAV	Axle Spin Knuckle	f, df, d, db, b + P
XAV	Falling Arc	f + MK

Super Combos

XA	Reverse Shaft Breaker	d, db, b, d, db + K, tap P/K rapidly (Level 1)
A	Spin Drive Smasher	d, df, f, d, df + K (Level 1)

Dramatic Mode

XAV	Psycho Charge Beta	PPP
A	Psycho Rolling	d, df, f, d, df, f + P (Level 1)
A	Death Cross Dancing	LP, LP, f, LK, HP (Level 3)

Juni

Special Moves

XAV	Spiral Arrow	Charge b, f + K
XAV	Cannon Spike	Charge d, u + K
XAV	Mach Slide	d, df, f + K
XAV	Cannon Strike	j, d, df, f + K
XAV	Psycho Shield	Block d/db, then f + PPP
XAV	Hooligan Combo	b, db, d, df, f, uf + P (Press K to cancel)
XAV	Razor Edge Slicer	(After Hooligan Combo) Do nothing
XAV	Fatal Leg Twister	(After Hooligan Combo) b/f + K when close
XAV	Cross Scissor Pressure	Do Fatal Leg Twister when low to ground
XAV	Earth Direct	(Close) Rotate 360° + P
XAV	Falling Arc	f + MK

Super Combos

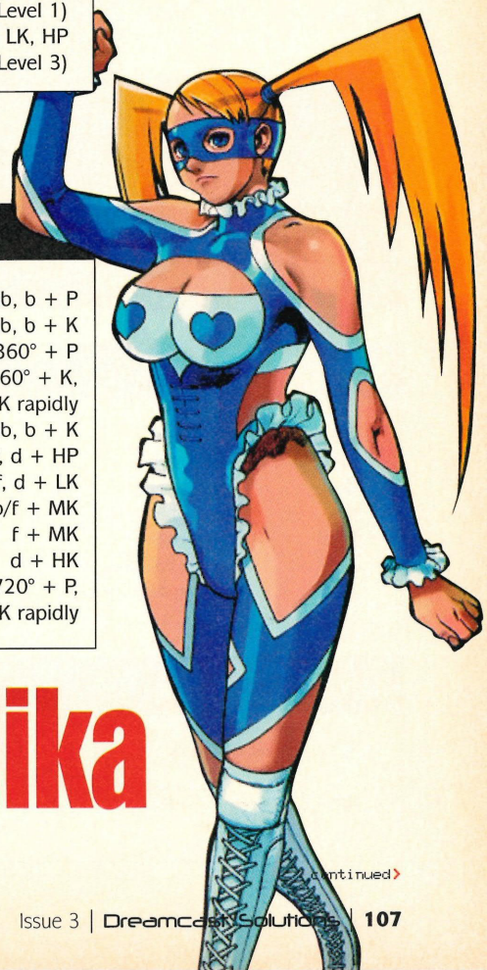
XA	Psycho Streak	Charge b, f, b, f + P (Level 1)
A	Spin Drive Smasher	Charge db, df, db, uf + K (Level 1)

Dramatic Mode

XAV	Psycho Charge Alpha	KKK
A	Psycho Rolling	d, df, f, d, df, f + P (Level 1)
A	Death Cross Dancing	LP, LP, f, LK, HP (Level 3)

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK



R Mika

Super Combos

A	Rainbow Hip Rush	d, df, f, d, df + P (Level 1)
XA	Sardines Beach Special	d, df, f, d, df + K (Level 1)
XA	Running	(After Sardines Beach Special) b/f
XA	Strike: Afterbrain Drop Kick	(During Running) LP
XA	Strike: Sliding	(During Running) MP
XA	Strike: Afterbrain Lariat	(During Running) HP
XA	Hop Over	(During Running) K (or run into enemy)
XA	Moonsault Press	(After Strike) P (or do nothing)
XA	Missile Kick	(After Strike) K
XA	Paradise Hold	(After Strike) b/f + P (or hold b/f)
XA	Wingless Airplane	(After Strike) b/f + K
XA	Afterbrain Lariat	(After Hop Over) P
XA	Afterbrain Drop Kick	(After Hop Over) K
XA	Rainbow Suplex	(After Hop Over) b/f + P
XA	Daydream Headlock	(After Hop Over) b/f + K

Special Moves

XAV	Flying Peach	d, db, b + P
XAV	Shooting Peach	d, db, b + K
XAV	Paradise Hold	(Close) Rotate 360° + P
XAV	Daydream Headlock	(Close) Rotate 360° + K, tap P/K rapidly
XAV	Wingless Airplane	(Air) f, df, d, db, b + K
XAV	Flying Body Attack	ub/uf, d + HP
XAV	Knee Attack	ub/uf, d + LK
X	Spinning Side Kick	b/f + MK
AV	Spinning Side Kick	f + MK
XAV	Sliding	d + HK
A	Heavenly Dynamite	(Close) Rotate 720° + P, tap P/K rapidly

Throws

Ground	b/f + PP/KK
	n/df + PP/KK
Air	b/f + PP

continued>

continued>

Evil Ryu

Special Moves

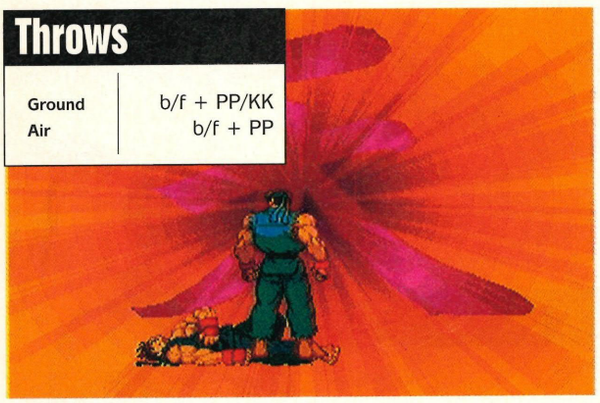
XAV	Fireball	d, df, f + P
XAV	Heat Fireball	b, db, d, df, f + P
XAV	Dragon Punch	f, d, df + P
XAV	Whirlwind Kick	d, db, b + K
XAV	Spirit Move	f, d, df (or b, d, db) + PPP/KKK
AV	Double Mid Thrust	f + HP
XAV	Collarbone Split	f + MP
XAV	Spin Kick	f + MK

Super Combos

A	Super Fireball	d, df, f, d, df, f + P (Level 1)
A	Super Dragon Punch	d, df, f, d, df + K (Level 1)
A	Super Whirlwind Kick	d, db, b, d, db, b + K (Level 1)
XA	Flash Assault	LP, LP, f, LK, HP (Level 3)

Throws

Ground	b/f + PP/KK
Air	b/f + PP



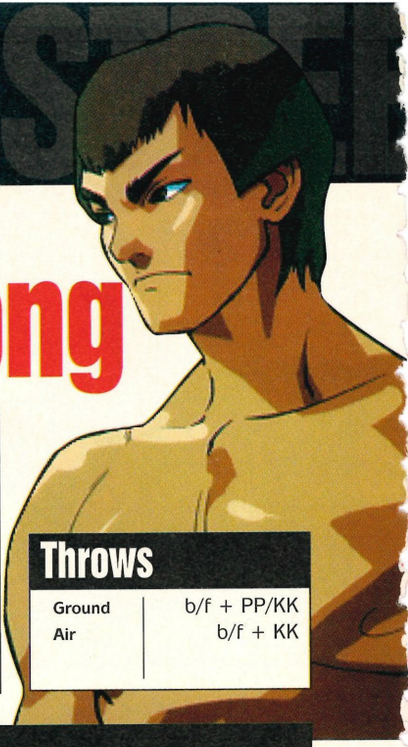
Special Moves

XAV	Sonic Boom	Charge b, f + P
XAV	Flash Kick	Charge d, u + K
XA	Knee Bazooka	b/f + LK
V	Knee Bazooka	b/f + MK
XAV	Rolling Sobat	b/f + MK
XAV	Reverse Spin Kick	(Close) b/f + HK
XAV	Spinning Back Knuckle	f + HP

Super Combos

A	Sonic Hurricane	Charge b, f, b, f + P (Level 1)
XA	Somersault Strike	Charge db, df, db, uf + K (Level 1)

Fei Long



Special Moves

XAV	Dash Fist	d, df, f + P (Perform 3 times for combo)
XAV	Blazing Leg	b, d, db + K
AV	Violent Sky Leg	d, df, f, uf + K
XAV	Jump Kick	b/f + MK
XAV	Long Range Kick	f + HK
XA	Rapid Dash Fist	d, df, f, d, df + P

Throws

Ground	b/f + PP/KK
Air	b/f + KK

Super Combos

A	Rapid Blazing Leg	d, db, b, d, db, b + K (Level 1)
XA	Lighting Dash Fist	d, df, f, d, df, f + P (Level 1)
A	Eight Dragon Crush	d, db, b, d, db, b + P (Level 3)

T Hawk

Special Moves

XAV	Condor	PPP at apex of jump
AV	Condor Spire	b, d, db + P
XAV	Tomahawk Buster	f, d, df + P
XAV	Maximum Typhoon	(Close) Rotate 360° + P
XAV	Heavy Body Press	ub/uf, d + HP

Throws

Ground	b/f + PP
Air	b/f + PP

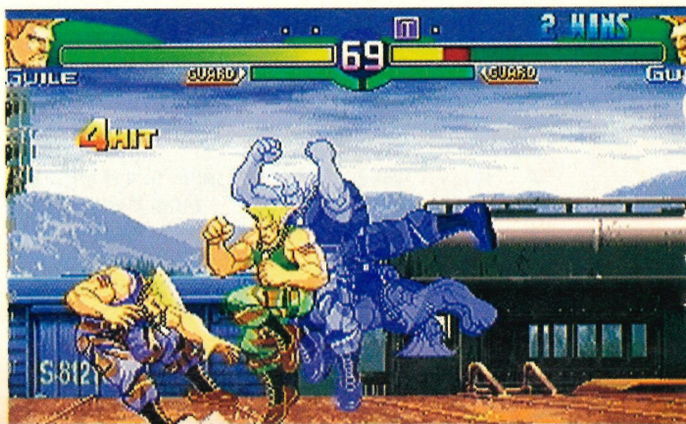
Super Combos

XA	Raging Typhoon	(Close) Rotate 720° + P (Level 1)
A	Canyon Splitter	d, df, f, d, df, f + P (Level 1)

Guile

Throws

Ground	b/f + PP/KK
Air	b/f + PP/KK



NEW AGE CONSOLES LTD

(EST 5 YEARS)

UK GAMES

TOMORROW NEVER DIES	£30
MEDAL OF HONOUR	£30
FINAL FANTASY 8	£30
GTA 2	£30
QUAKE 2	£29
MAYHEM (WCW)	£30
FIFA 2000	£30
FORMULA 1 '99	£29
RAINBOW SIX	£29
READY 2 RUMBLE	£30
METAL GEAR MISSION	£18
TELETUBBIES	£30
ALIEN RESURRECTION	£CALL
DIE HARD TRILOGY 2	£CALL
TOMB RAIDER REVOLUTION	£30
NBA LIVE 2000	£30
GRAN TURISMO 2	£CALL
DINO CRISIS	£29
WU TANG CLAN	£30
SPYRO 2	£26
MISSION IMPOSSIBLE	£29
NHL 2000	£30

IMPORT GAMES

TRACK AND FIELD 2	£45
LEGEND OF MANA	£45
CHRONO CROSS	£48
XENOGEARS	£45
CRASH TEAM RACING	£42
THOUSAND ARMS	£45
GRANDIER	£45
FINAL FANTASY ANTHOLOGY	£50
RESIDENT EVIL 3	£48
PARASITE EVE	£47
GT2	£CALL
INT TRACK & FIELD 2	£48
DIE HARD TRILOGY	£48
ALIEN RESURRECTION	£48
DINO CROSS	£45
BLOODY ROAR 2	£42

PERIPHERALS

AV-G-CON CONNECTOR	£5
GAME SHARK EXT	£10
MEMORY CARDS	£5
D/SHOCK EXT CBL	£5
D/SHOCK COLOUR PADS	£18
NTSC-PAL	£12
REPLACEMENT CASE COLOUR	£15
AUDIO SCART	£5
PSX 003 VCD UNIT	£40
DANCE MATS	£27
REPLACEMENT LASER UNIT	£35
POCKETSTATION	£44

GAME BOY COLOR

POKEMON GOLD	£35
POKEMON SILVER	£35
POKEMON GREEN	£35
POKEMON YELLOW	£35

OTHER GAMES AVAILABLE

CONSOLE	£185.00
KEYBOARD	£19.50
RUMBLE PACK	£15.00
PAD	£19.50
VMS	£19.50
SCART	£8.00
PAD XTENSION CBL	£8.00

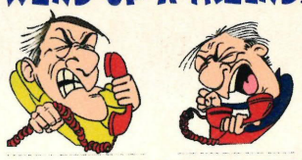
UK GAMES

MILLENNIUM SOLDIER	£30.00
SONIC	£30.00
SEGA RALLY 2	£30.00
UEFA STRIKER	£34.00
ARMADA	£35.00
VIRTUAL STRIKER 2	£35.00
SHADOWMAN	£35.00
TRICKSTYLE	£30.00
CRAZY TAXI	£CALL
GET BASS	£55.00
HOTD 2	£55.00

(Trade Enquiries Welcome)
Please Call For Anything Not Listed
Cheques and Postal Orders Delivered To:
27 RAILWAY ROAD, NEWBURY, BERKS, RG14 7PE
TEL: (01635) 38783/845892
EMAIL:aturner23@compuserve.com

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...



MR. FURY
09060 191556
THE DETECTIVE
09060 191557
MR. STAMMER
09060 191558

...THEN WAIT FOR THE REACTION

IRATE DELIVERY DRIVER
09060 191559
MY DAUGHTER'S PREGNANT
09060 191560

Calls charged at £1/min at all times. Jokelines, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING

QUESTION

DO YOU WANT TO PLAY AMERICAN AND JAPANESE GAMES ON YOUR UK DREAMCAST?

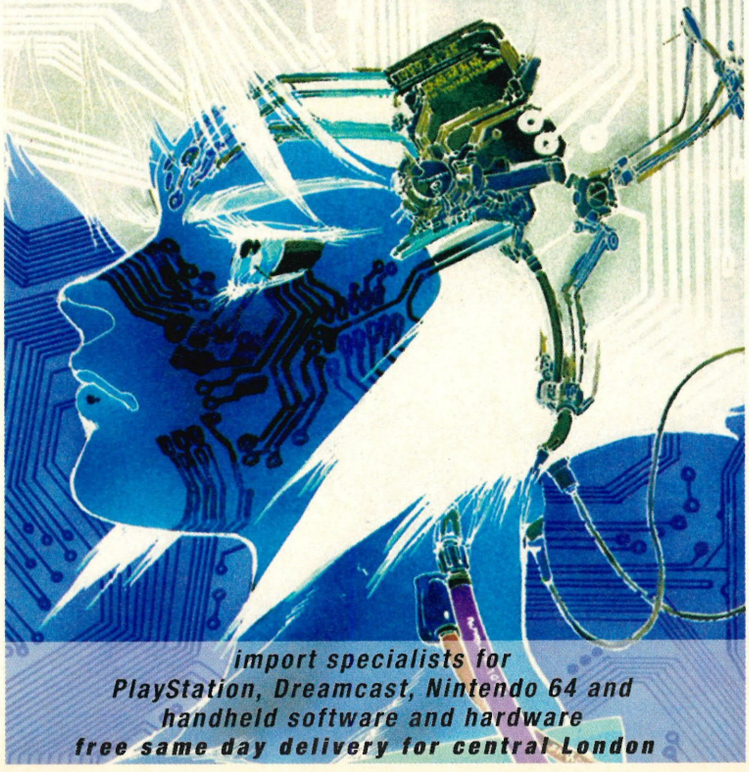
PHONE 0901 131 0012

CALLS COST A MAXIMUM OF 50P. PLEASE ASK PERMISSION FROM THE BILL PAYER BEFORE CALLING

PO BOX 99 YO8 8YE

intoG

Tel: 0171 627 5044 / 0793 924 6883
e-mail: intogames@lineone.net
into games P.O BOX 2874 W1A 5QS



import specialists for PlayStation, Dreamcast, Nintendo 64 and handheld software and hardware
free same day delivery for central London

DREAMCAST

WWW.WILRONS.COM

Console £185.99

Games £34.99

DREAMCAST CONSOLE
2 X CONTROLLERS
1 X VISUAL MEMORY
ANY GAME
BUNDLE PRICE £255

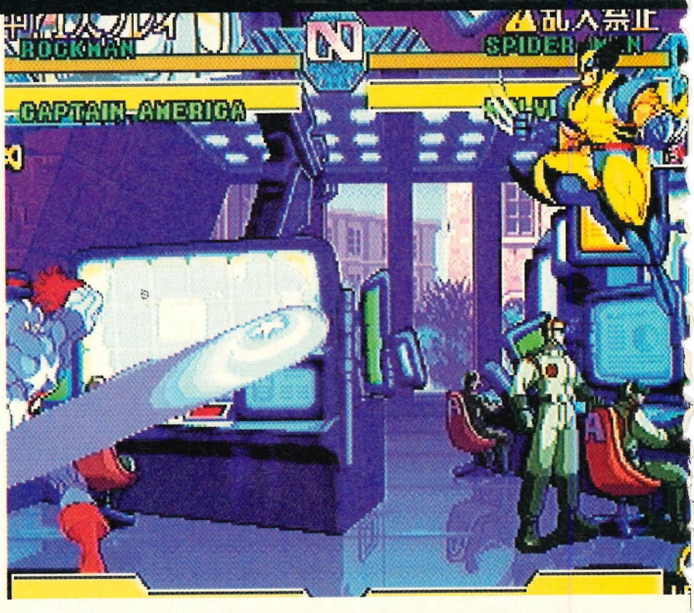
0207-237 3342

CALL WILRONS OR VISIT:
PC MATE
207 ROTHERHITHE NEW RD
LONDON SE16

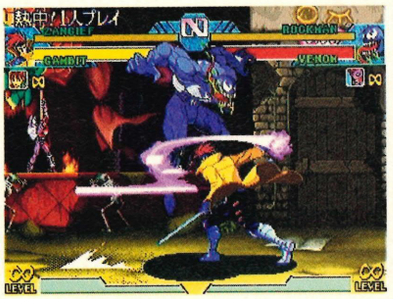
ALL MAJOR CREDIT CARDS ACCEPTED

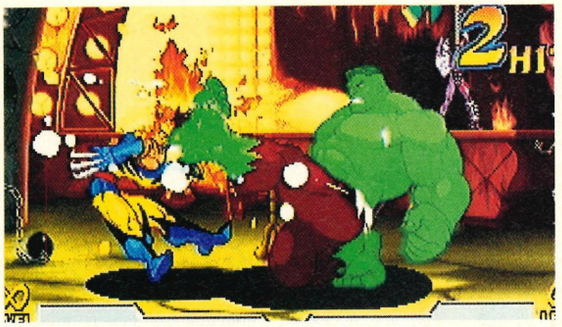
Dreamcast™

Marvel Vs Capcom



We've cracked the battle of the century wide open! Our comprehensive guide explores every move, hint and cheat for this epic beat-'em-up!





essential information

Dreamcast Solutions
Marvel Vs Capcom

Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up

four players

arcade stick

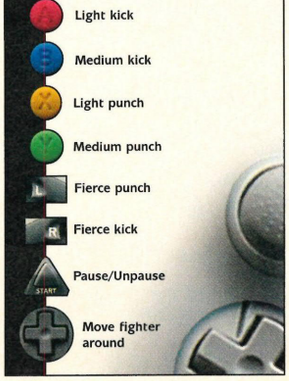
vibration pack

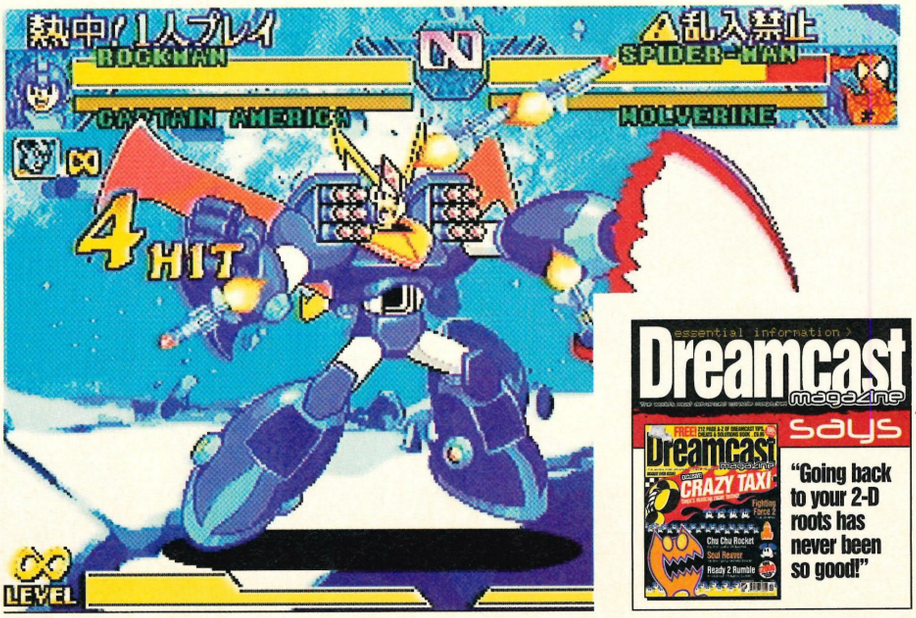
visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

You'll be kung fu fighting if you use these controls...

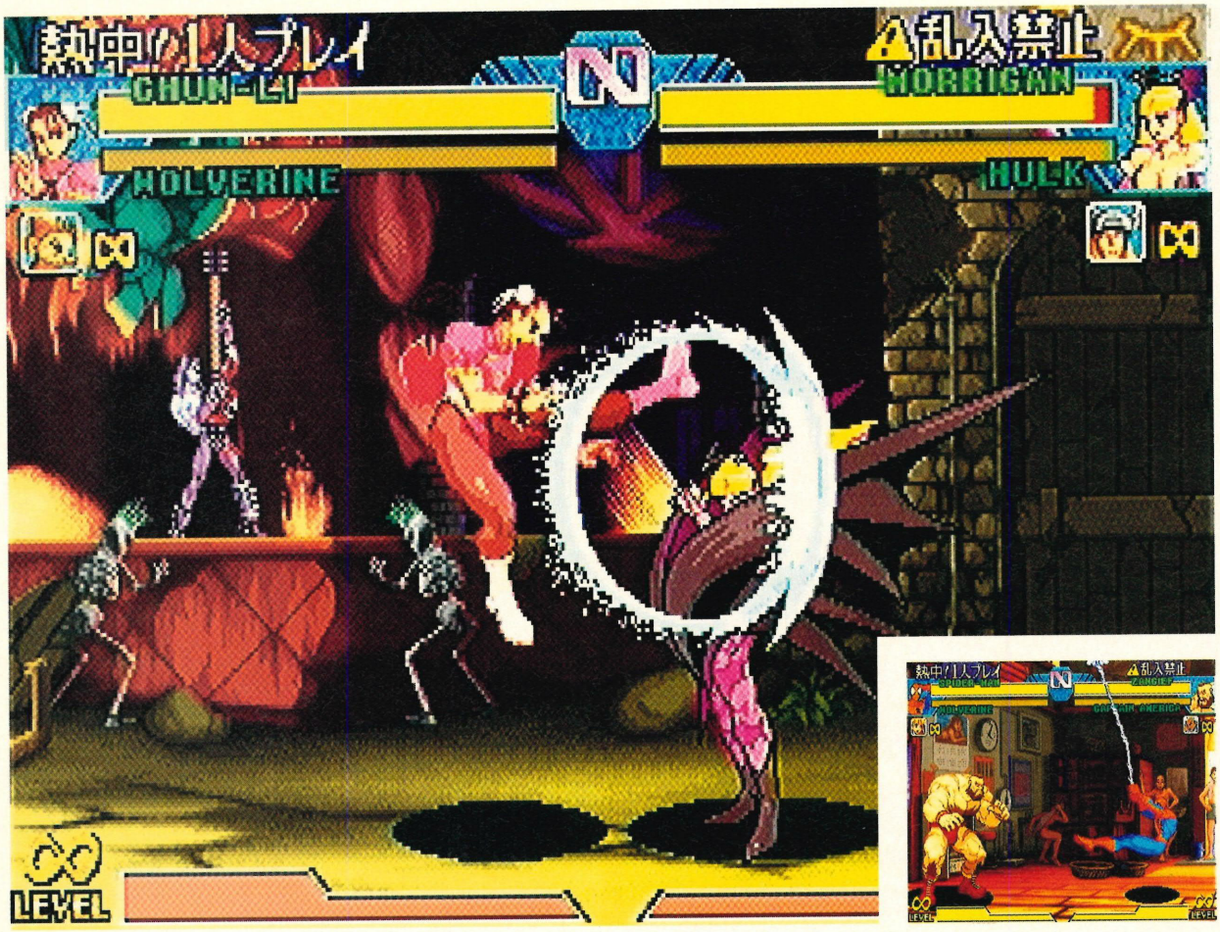




essential information

Dreamcast magazine says

"Going back to your 2-D roots has never been so good!"



CHEATERS ALWAYS PROSPER

> There aren't really any actual cheats for *Marvel Vs Capcom* – if you're having problems beating Onslaught, you'll just have to practise! However, there are a number of hidden characters waiting to be found. Enter any of the following codes on the Character Select screen to find them all!

Roll

Starting from Zangief on the Character Select screen, move the cursor Lx2, Dx2, Rx2, Dx2, Lx2, U, R, Ux2, Rx2.
You'll end up in a secret box on the right of Megaman containing Roll.

Carnage

Starting from Chun Li on the Character Select screen, move the cursor R, Dx4, L, Ux4, Rx2, Dx2, Lx2, Dx2, Rx2, Ux4, Lx2, U.
You'll end up in a secret box above Chun Li containing Carnage.

Lilith

Starting from Zangief on the Character Select screen, move the cursor Lx2, Dx2, Rx2, Ux2, Dx4, Lx2, Ux4, R, L, Dx4, Rx2, Ux4, Lx2, Dx4, R, D
You'll end up in a secret box below War Machine containing Lilith.

Shadow Lady

Starting from Morrigan on the Character Select screen, move the cursor U, Rx2, Dx4, Lx2, Ux4, Rx2, Lx2, Dx2, Rx2, Dx2, Lx2, Ux2, Rx2, Ux2, Lx2, Dx5.
You'll end up in a secret box below Gambit containing Shadow Lady.

Ultimate War Machine

Starting from Zangief on the Character Select screen, move the cursor Lx2, Dx2, Rx2, Dx2, Lx2, Ux4, Rx2, Lx2, Dx4, Rx2, Ux2, Lx2, Dx2, Rx2, Ux5.
You'll end up in a secret box above Zangief containing a gold War Machine.

Evil Hulk

Starting from Chun Li on the Character Select screen, move the cursor Rx2, Dx2, Lx2, Rx2, Dx2, Lx2, Ux4, Dx2, Rx2, Ux2, Dx4, Ux4, L, U.
You'll end up in a secret box above Ryu containing Evil Hulk.

continued >

continued

A LITTLE HELP FROM MY FRIENDS

As well as being able to choose two fighters to change between, you also get the chance to select a third 'helper' character who can be called in to get you out of tight situations. Normally, this character is picked at random but by holding down a combination of buttons as you select your second fighter, you can pick who you want to back you up. Check out who's on offer below...

Saki

First seen in: Nigiirochou no Kiseki
Select by holding: FP + Start
No, we've never heard of her either. Still, Saki can be useful in a scrap her massive Electricity Gun will give your opponent a really big jolt!

Pure and Fur

First seen as: Capcom Mascots
Select by holding: LK + Start
You can see them coming a mile away but anyone who's not smart enough to move should watch out. If they don't, they'll be getting a dice shower!

Storm

First seen in: The X-Men
Select by holding: LP + FP + LK + Start
Her powers give her control over the weather, and Storm attacks with a devastating hurricane. Use it close up for maximum effect!

Iceman

First seen in: The X-Men
Select by holding: MP + MK + Start
This chap certainly knows how to put any opponent on ice. Bring him in and watch as he calls down a shower of icicles on an enemy below.

Unknown Soldier

First seen in: Forgotten World
Select by holding: LP + Start
This secretive operative knows exactly what to do to win a fight – he will leap in with all guns blazing and then give your opponent a taste of lead!

Michelle Heart

First seen in: Wings of Angels
Select by holding: LK + LP + Start
She ain't no angel! This winged beauty packs one hell of a punch – her three-way laser blasts can catch airborne opponents on the hop!

Jubilee

First seen in: The X-Men
Select by holding: MP + FP + LK + Start
She's got a lot to learn about being a member of The X-Men but at least she can prove useful. Her Firecracker attack homes in on the nearest enemy!

Colossus

First seen in: The X-Men
Select by holding: LP + MP + MK + Start
Like Juggernaught, Colossus uses his size and strength to barge his way across the screen. Very little can stand in his way!

Ton-Pooh

First seen in: Strider
Select by holding: LP + FP + Start
Strider's female friend leaps into battle, performing a long-range flying kick that will slashe anyone stupid enough to get in the way.

Thor

First seen in: Marvel Comics
Select by holding: MP + LK + Start
The mighty God of Thunder has a rather predictable attack – using his Thunder Hammer, he calls down a massive bolt of lighting to strike the enemy!

Rogue

First Seen In: X-Men
Select by holding: LP + MP + FP + LK + Start
It takes an expert player to use Rogue to full effect. Her flying attack is tough to aim and even tougher to score a decent strike with!

US Agent

First seen in: Marvel Vs StreetFighter
Select by holding: FP + MK + Start
Basically a weaker version of Captain America, the US Agent will storm in with a fierce Charging Star when called.

Lou

First seen in: Chariot
Select by holding: MP + Start
He might look cute but don't let that fool you! This nasty elf will launch three flaming arrows at your enemy as well as burning anything that is in the near vicinity.

Devilot

First seen in: Cyberbots
Select by holding: MP + FP + Start
A robotic structure rises out of the ground, opening up to reveal Devilot. Don't get too close – the whole structure explodes after a few seconds!

Cyclops

First seen in: The X-Men
Select by holding: LP + MP + LK + Start
He's the leader of The X-Men and a powerful fighter to boot. Sadly, doesn't do much here – he'll fire off a short Optic Blast if you call him in.

Psylocke

First seen in: The X-Men
Select by holding: MK + Start
Concentrating all of her psychic energy, Psylocke storms across the screen using her Psy-Thrust move. Possibly one of the best helper moves in the game!

Shadow

First seen in: Marvel Vs StreetFighter
Select by holding: LP + MK + FP + Start
One of the two secret helpers, this shadowy version of Charlie jumps in and performs a triple Jacknife Kick before leaving.

Arthur

First seen in: Ghouls N' Ghosts
Select by holding: LP + MP + Start
After jumping onto the screen, Arthur throws three of lances towards the enemy. If he gets hit, he'll lose his armour just like in Ghouls N' Ghosts!

Anita

First seen in: Darkstalkers
Select by holding: LP + MP + FP + Start
Using her telekinetic powers, Anita creates a temporary shield for you with a variety of objects before hurling them towards your opponent.

Magneto

First seen in: X-Men
Select by holding: LK + FP + Start
Leading the opposition against The X-Men, this individual is highly dangerous. His EM Disruptor is a charged beam of pure energy watch out!

Juggernaut

First seen in: The X-Men
Select by holding: LP + MK + Start
He's a big man with a big attack; calling in this behemoth sends him hurtling across the screen with his Juggernaught Head Crush.

Sentinel

First seen in: The X-Men
Select by holding: MP + MK + FP + Start
The bane of every X-Man's life is the other secret helper – he flies across the screen and deals heavy damage to anyone who gets in the way.

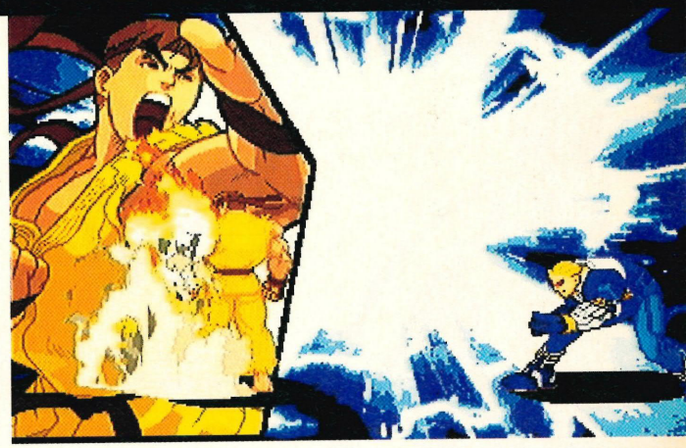
MOVES KEY

If you're stuck for what the abbreviations mean in our guide, check out the key below.

f	Forward
b	Back
d	Down
u	Up
df	Down Forward
db	Down Back
uf	Up Forward
ub	Up Back

P – Any Punch Button
K – Any Kick Button
PP – Any Two Punch Buttons
KK – Any Two Kick Buttons
PPP – Any Three Punch Buttons
KKK – Any Three Kick Buttons
LP – Light Punch
MP – Medium Punch
HP – Fierce Punch

LK – Light Kick
MK – Medium Kick
HK – Fierce Kick
Charge – Hold the directions for two seconds
Rotate 360/720° – Rotate the D-Pad 360/720°



SPECIAL CONTROLS

As well as the regular special moves, there are several button combinations that are vital if you want to play the game well. All the characters can use these moves – learn them well!

Initiate Air Combo
LP + LK
When you're close to your opponent, press these two buttons together to launch them into the air and start an Air Combo. Of course, you'll have to jump up after them if you want to keep the combo going!

Summon Helper
MP + MK
By hitting these two buttons together, you'll call in your third 'helper' character to deal some damage. Don't forget that you can only do this a limited number of times per fight!

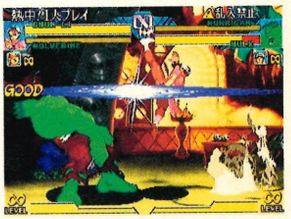
Variable Attack
FP + FK
Hit these two buttons together to switch between your two fighters. You can do this as many times as you like but if one fighter gets knocked out, you'll have to fight on alone!

Double Team Super Combo
D, DF, F + FP + FK
If your Super Energy is at Level 2 or above, you can perform this move. Both your fighters (if they're both still alive) will leap in and use a Super Combo, dealing double the damage!

Double Team Strike
D, DB, B + FP + FK
Again, your Super Energy needs to be at Level 2 or above for this move. When you do it, you'll be able to control both your fighters at once and pull off as many Super Combos as you can for a limited period of time!

Chun Li

Everyone's favourite kung fu girl is back again and she's as gorgeous as ever. She's also just as dangerous – make sure you keep away from her Lightning Kicks!



Special Moves

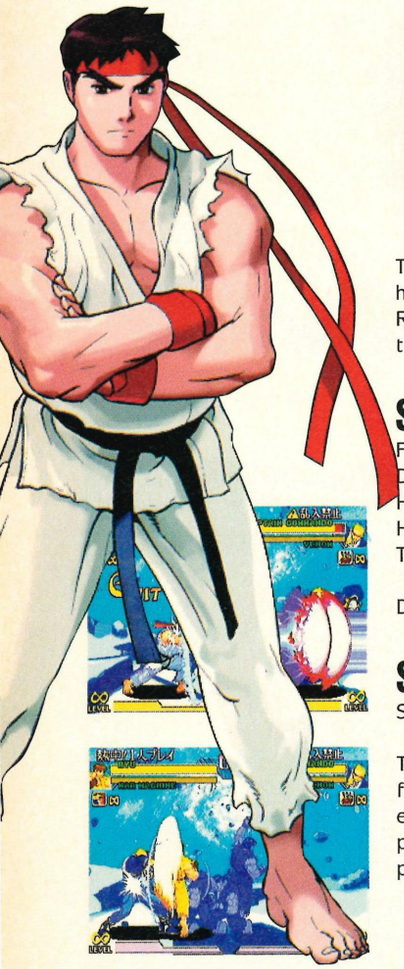
Kikoken Fireball	B, DB, D, DF, F + P
Kikoken Bubble	F + FP
Lightning Kick	Press K rapidly
Rising Bird Kick	F, D, DF + K
Axe Kick	F, DF, D, DB, B + K
Stomp Kick	D + FK (in air)

Super Combos

Kikou-shou	D, DF, F + PP
Senretsu Kyaku	D, DF, F + KK
Hazan Tenshou-Kyaku	F, D, DF + KK
Shichisei Senkuu-Kyaku	D, DF, F + KK (in air)

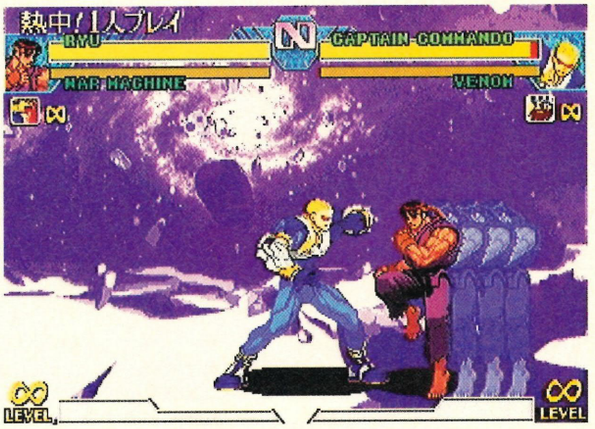
continued>

continued>



Ryu

The original StreetFighter is slightly different this time around – he's now three characters rolled into one! Change between Ryu, Ken and Akuma using his Shotokan Switch and then use the moves marked accordingly.



Special Moves

Fireball	D, DF, F + P
Dragon Punch	F, D, DF + P
Hurricane Kick	D, DB, B + K
Hop Kick (Ryu/Akuma)	F + FK
Teleport (Akuma)	F, D, DF or B, D, DB + PPP/KKK
Diving Kick (Akuma)	D, DF, F + K (in air)

Super Combos

Shotokan Switch	D, DB, B + P

This move allows Ryu to change between his three different forms (Ryu, Ken and Akuma) and uses a level of Super Energy each time it is used. Each Punch button represents a form – pressing LP at the end of the move turns you into Ryu, MP produces Ken while hitting FP brings out Akuma.

RYU

Shinku Hadoken	D, DF, F + PP
Shinkuu-Tatsumaki Senpuu-kyaku	D, DB, B + KK
Shin Shouryuu-ken	F, D, DF + PP

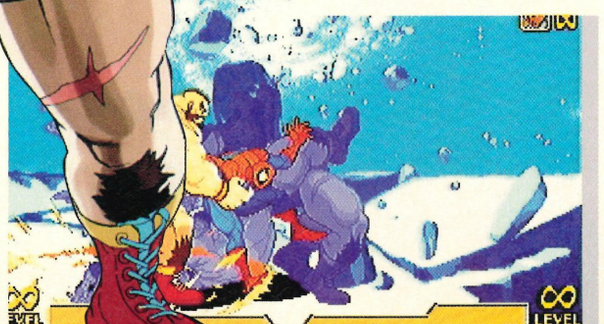
KEN

Shouryuu Reppa	F, D, DF + PP
Shinryuu-ken	D, DF, F + KK
Shippuu Jinrai-Kyaku	D, DB, B + KK

AKUMA

Messatsu Gou-Shouryuu	D, DF, F + PP
Messatsu Gou-Hadou	D, DB, B + PP
Tenma Gou-Zankuu	D, DF, F +PP (in air)
Shun-Goku-Satsu	LP, LP, F, LK, FP (Level 3 only)

Zangief



This Russian powerhouse just keeps getting bigger and bigger – his strength is matched by no-one! Keeps your eyes open for his Final Atomic Buster... it's a killer!

Special Moves

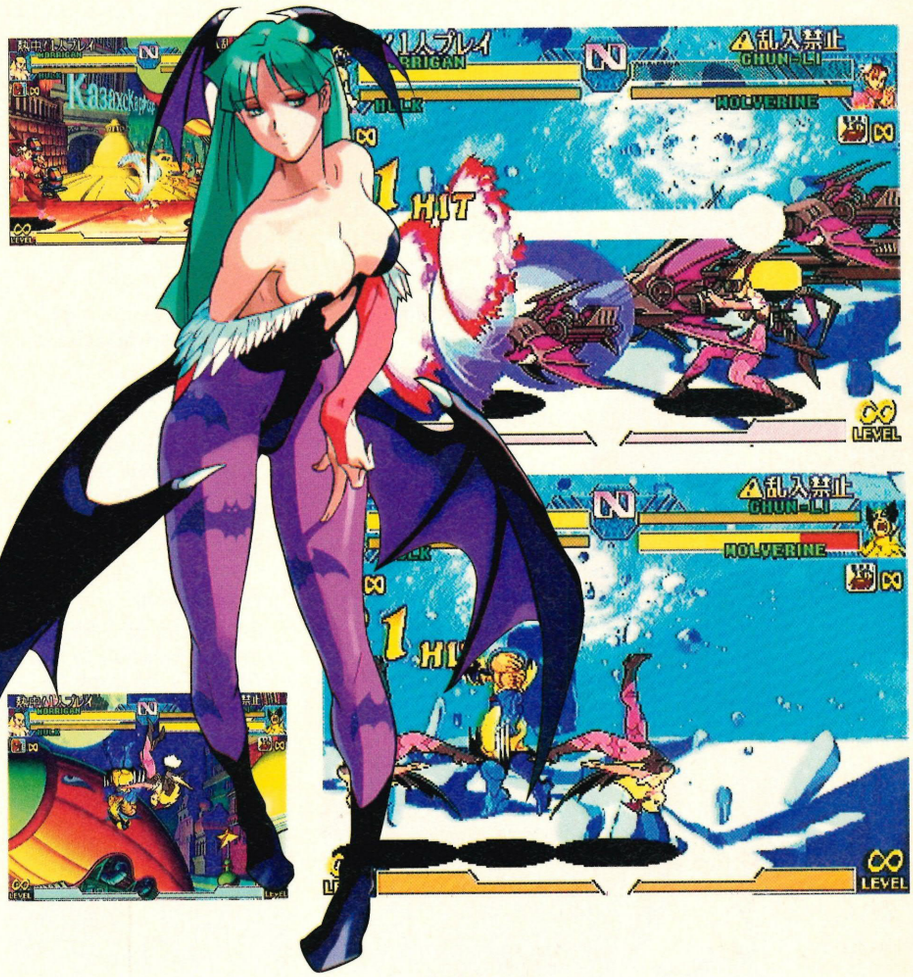
Spinning Piledriver	Rotate 360°, P
Spinning Clothesline	PPP or KKK
Banisher	F, D, DF + P
Running Bear Grab	B, DB, D, DF, F + K
Air Slam	F, D, DF + K
Siberian Blizzard	D, DF, F + P (while using Iron Russian)

Super Combos

Iron Russian	B, D, DB + K
Lariat Super	Rotate 360°, KK (while using Iron Russian)
Final Atomic Buster	Rotate 360°, PP
Super Final Atomic Buster	Rotate 360°, KK (Level 3 only)

Morrigan

The evil soul-sucking lady has come over to claim a few superhero souls for herself. In the right hand, Morrigan can be one of the best characters in the game!

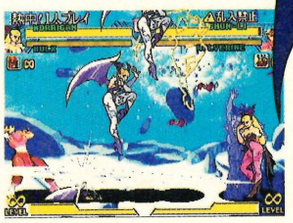


Special Moves

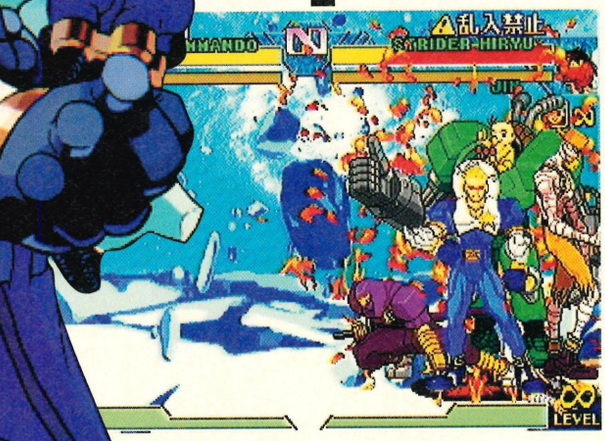
Soul Fist	D, DF, F + P
Shadow Blade	F, D, DF + P
Vector Drain	F, DF, D, DB, B + P (close)
Drill Kick	D + FK (in air)
Flip Kick	F + FK

Super Combos

Soul Eraser	D, DF, F + PP
Darkness Illusion	D, DF, F + KK
Silhouette Blade	F, D, DF + PP
Eternal Slumber	LP, MK, B, MP, FK (Level 3 only)



Captain Commando



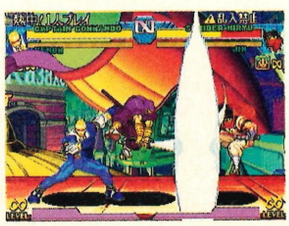
One of Capcom's stalwart characters, the Captain is more of an expert fighter. His moves are awkward but his Super Combos look really awesome!

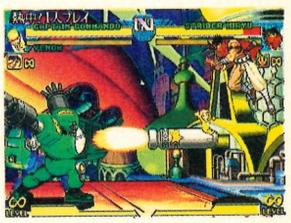
Special Moves

Captain Fire	D, DF, F + P
Captain Corridor	D, DB, B + P
Captain Kick	D, DB, B+ K
Commando Strike	D, DF, F + LK (Ninja) or MK (Blades) or FK (Missile)

Super Combos

Captain Sword	D, DF, F + PP
Captain Storm	D, DF, F + KK





continued>

continued>

Megaman

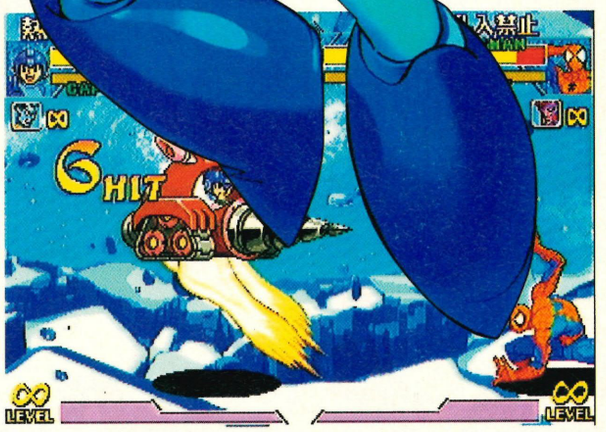
After years of beating evil robots, Megaman's finally ready to try a different challenge! He might be small but don't underestimate him – he's got some excellent moves!

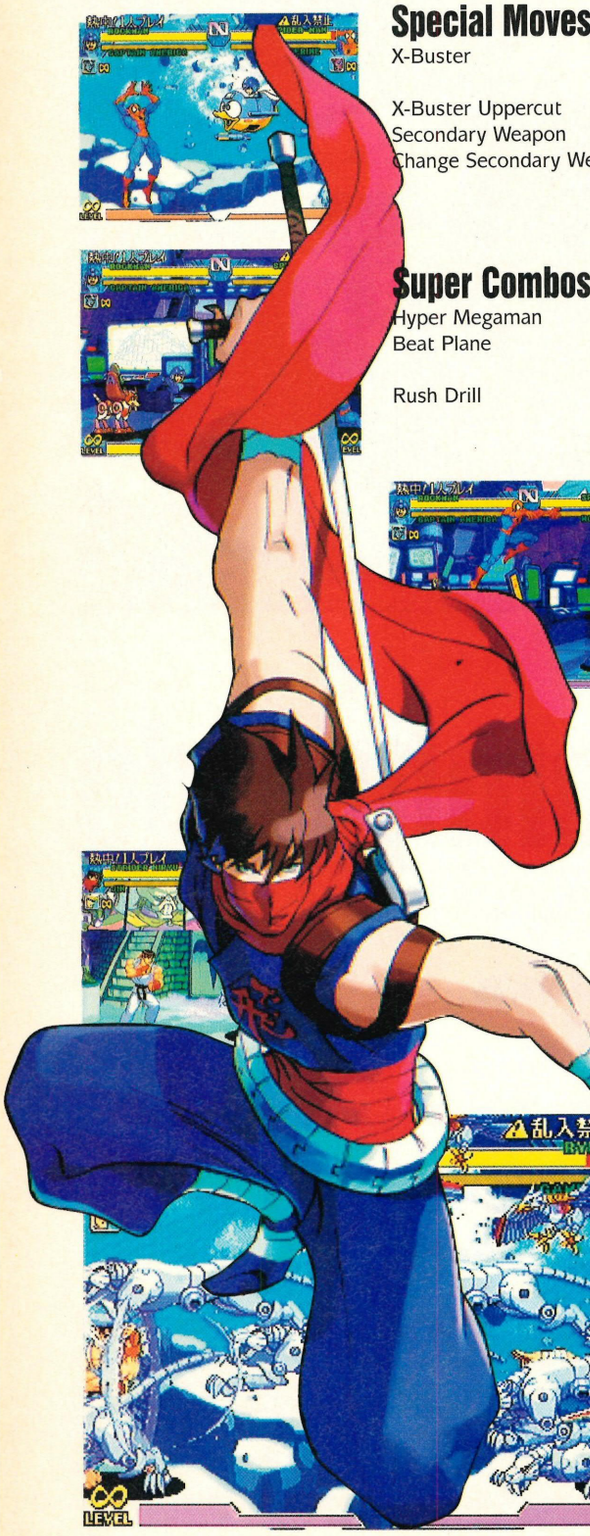
Special Moves

X-Buster	Hold FP to charge, release to fire
X-Buster Uppercut	F, D, DF + P
Secondary Weapon	D, DF, F + P
Change Secondary Weapon	D, DB, B + LK (Rockball) or MK (Tornado Hold) or FK (Leaf Shield)

Super Combos

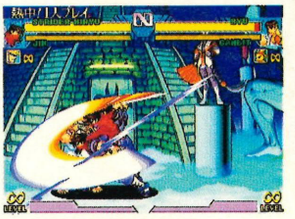
Hyper Megaman	D, DF, F + PP
Beat Plane	F, DF, D, DB, B + KK (press P/K rapidly to fire)
Rush Drill	D, DF, F + KK (press K rapidly to drill)

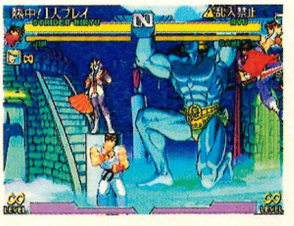




Strider Hiryu

If you remember Strider, you're officially a 'gaming oldie'. Easy to pick up, deadly in the hands of a master – this ninja is swift and brutal. Watch out!





Special Moves

Ame No Murakamo	D, DF, F + P
Air Strike	Charge B, F + K
Satellite Orbit	Charge B, F + P
Ghram	F, D, DF + P
Vagula	D, DF, F + K
Wall Cling	D, DB, B + P
Teleport	B, D, DB + P/K
Formation A	D, DB, B + K

Super Combos

Legion	D, DF, F + KK
Ragnarok	F, D, DF + PP
Oroburos	D, DF, F + PP

Spiderman

Spiderman, Spiderman, does whatever a spider can! He's the main man in the Marvel universe and returns once more to prove that he's the greatest fighter of them all!

Special Moves

Web Ball	D, DF, F + P
Spider Sting	F, D, DF + P, P
Web Throw	F, DF, D, DB, B + LP (F) or MP (UF) or FP (U)
Web Swing	D, DB, B + K

Super Combos

Maximum Spider	D, DF, F + PP
Crawler Assault	D, DF, F + KK
Ultimate Web Throw	D, DB, B + PP

Jin Saotome

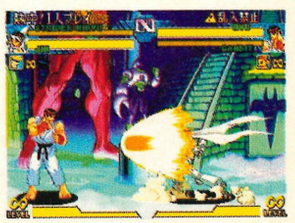
So, who is this guy? We don't think we've heard of him. Anyway, that's probably a good thing as we don't want to use him! Jin's moves are REALLY odd... choose him as a last resort!

Special Moves

Saotome Crush	F, DF, D, DB, B + K
Saotome Typhoon	Charge B, F + P
Saotome Dynamite	Charge D, U + P
Saotome Fire	LP + Start, press P rapidly
Tornado Kick	D + FK (in air)
Saotome Armour	Lose 2/3 energy and be only character left on team

Super Combos

Saotome Cyclone	D, DF, F + KK
Brodia Punch	D, DF, F + PP
Brodia Vulcan	D, DB, B + PP

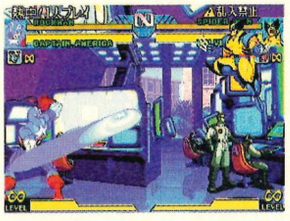


continued>

www.dreamcast.net

continued

Captain America



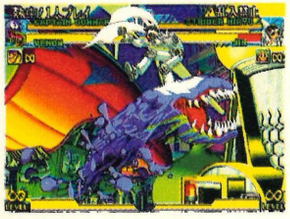
Fighting for truth, justice and the American way – that's what Captain America is all about. With his trusty shield, he's a valiant fighter who never gives up!

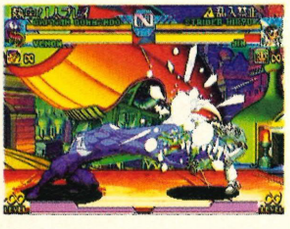
Special Moves

Shield Slash	D, DF, F + LP (Low) or MP (Mid) or FP (High)
Stars And Stripes	F, D, DF + P
Charging Star	B, DB, D, DF, F + P
Backflip Cartwheel	F, DF, D, DB, B + P

Super Combos

Final Justice	D, DF, F + PP
Hyper Stars And Stripes	F, D, DF + PP
Hyper Charging Star	B, DB, D, DF, F + PP





Venom

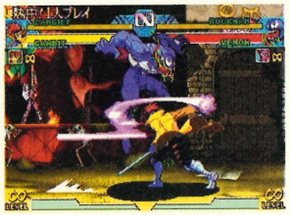
A combination of an alien symbiote and Spiderman's worst enemy, Venom is a monster to be feared. If you get caught up in the Venom Web, you're history!

Special Moves

Venom Fang	D, DF, F + P
Venom Rush	D, DF, F + K
Web Throw	F, DF, D, DB, B + P

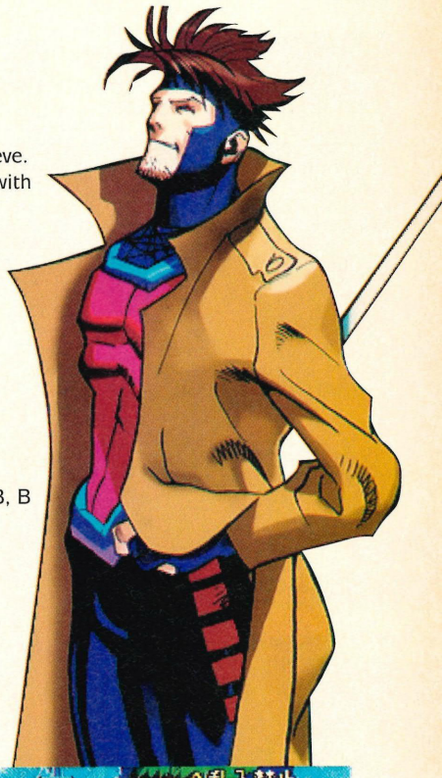
Super Combos

Venom Web	D, DF, F + PP
Death Bite	D, DF, F + KK



Gambit

He's the crafty Cajun with more than just an ace up his sleeve. One of the trickier fighters to use well, it's all about style with Gambit – he fights to impress!

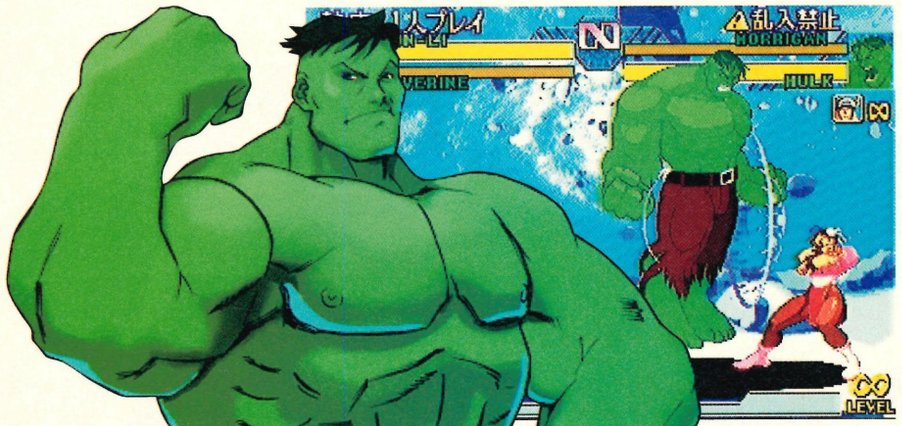


Special Moves

Kinetic Card	D, DF, F + P
Trick Card	D, DB, B + P
Cajun Slash	F, D, DF + P
Cajun Strike	Charge D, U + P/K

Super Combos

Cajun Explosion	D, DF, F + KK or D, DB, B + KK
Royal Flush	D, DF, F + PP



Incredible Hulk

He's the big green machine and nothing's going to get in his way! The Hulkster's out to stop Onslaught from consuming the universe... what a guy!

Special Moves

Gamma Charge	Charge B, F + K or Charge D, U + K
Ground Wave	D, DF, F + P
Gamma Tornado	F, DF, D, DB, B + P (close)

Super Combos

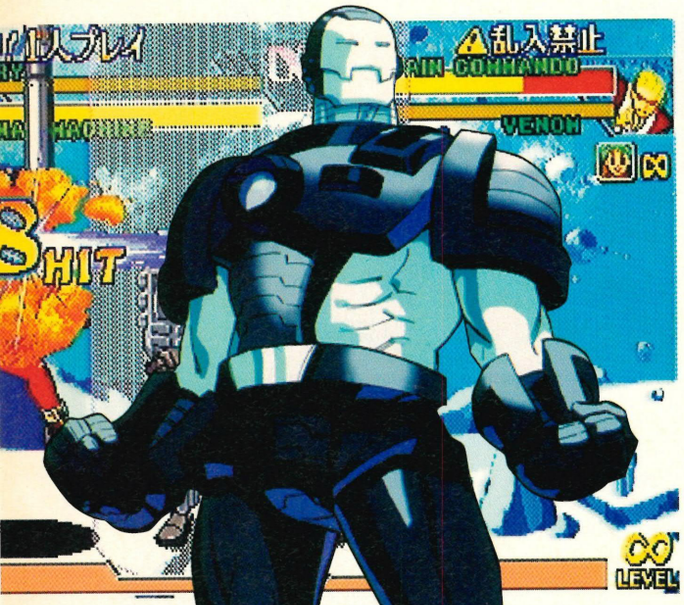
Gamma Crush	D, DB, B + PP
Gamma Quake	D, DF, F + KK
Gamma Wave	D, DF, F + PP

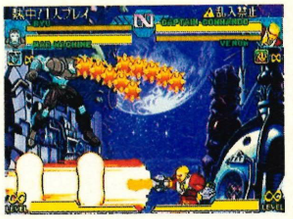
continued>

continued>

War Machine

Iron Man's best friend is here to represent Stark Enterprises and prove that corporate muscle is the order of the day. Just stay clear of his Proton Cannon!



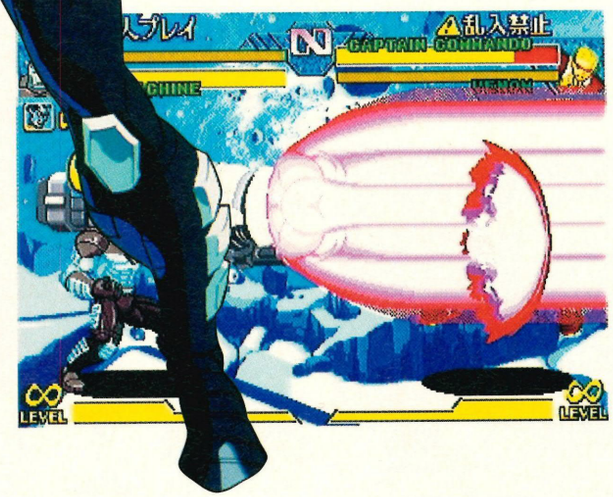


Special Moves

Shoulder Cannon	D, DF, F + P
Repulsor Blast	F, DF, D, DB, B + P
Smart Bomb	MP + LK
Rocket Boost	F, DF, D, DB, B + K
Diving Knee	D + FK (in air)

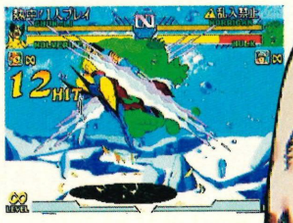
Super Combos

Proton Cannon	D, DF, F + PP
Star Destroyer	D, DF, F + KK



Wolverine

An old favourite of the 'no skill' button-bashers out there, Wolverine's back for another scrap. He's fast, furious and deadly – just the way we like it!



Special Moves

Berserker Barrage	D, DF, F + P
Tornado Claw	F, D, DF + P
Berserker Slash	D, DB, B + P
Drill Claw	Any direction + MP + LK
Head Stomp	D + FK (in air)

Super Combos

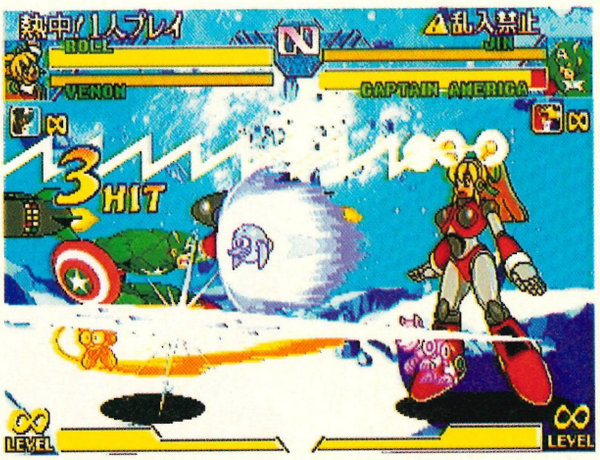
Beserker Barrage X	D, DF, F + PP
Weapon X	F, D, DF + PP
Fatal Claw	F, D, DF + KK
Beserker Rage	D, DB, B + PP

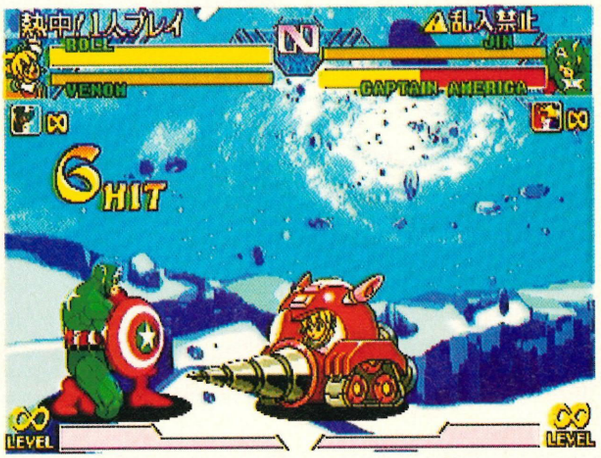
SECRET CHARACTERS

A majority of the secret characters available are simply altered versions of the regular characters. They still provide a little something extra though – use them to your advantage!

Roll

We don't know if she's Megaman's sister, but she's certainly small! Roll might be tiny but she still packs a punch – run under an attack and then punish the enemy!



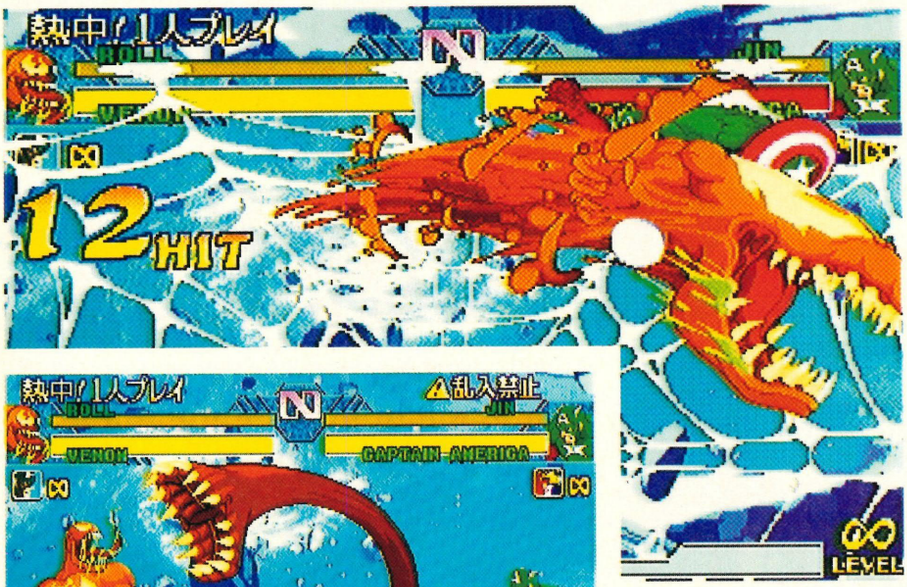


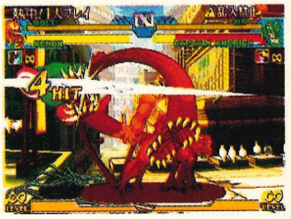
Special Moves

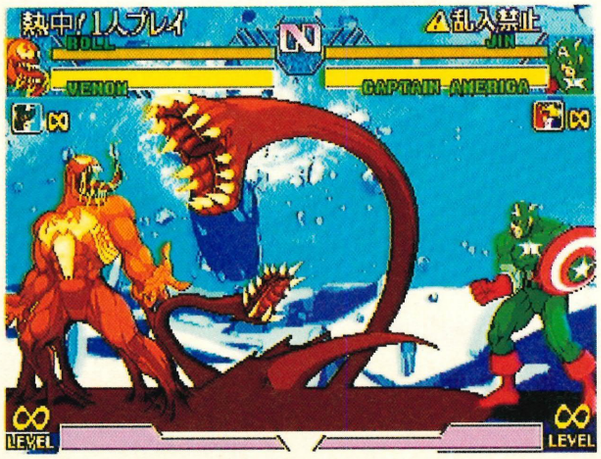
Roll Buster	D, DF, F + P
Bouquet Toss	F, DF, D, DB, B + P
Secondary Weapon	D, DF, F + K
Change Secondary Weapon	D, DB, B + LK (Rockball) or MK (Tornado Hold) or FK (Leaf Shield)

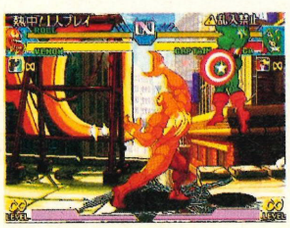
Super Combos

Hyper Roll	D, DF, F + PP
Beat Plane	F, DF, D, DB, B + KK (press P/K rapidly to fire)
Rush Drill	D, DF, F + KK (press K rapidly to drill)









Carnage

Alien symbiotes don't mix well with deranged serial killers – Carnage is a perfect example of this! He's faster and nastier than Venom but takes BIG damage.

Special Moves

Venom Bite	D, DF, F + P, press P rapidly
Venom Rush	D, DF, F + K, press K rapidly
Web Throw	F, DF, D, DB, B + P

Super Combos

Venom Web	D, DF, F + PP
Death Bite	D, DF, F + KK

continued

continued >

Lilith

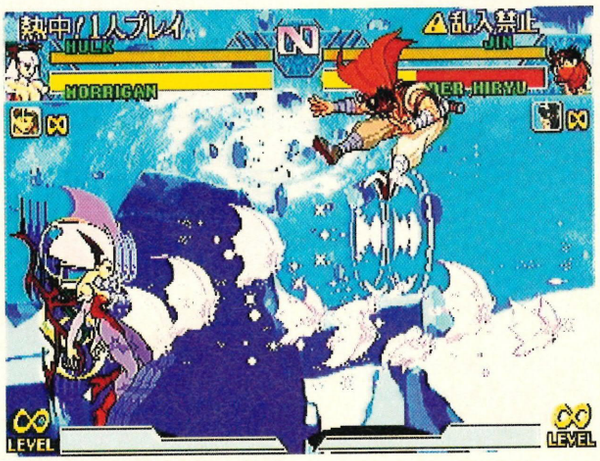
Morrigan's twin sister isn't quite as agile but she more than makes up for it with power. Team the two twins together to have an unstoppable soul-sucking duo!

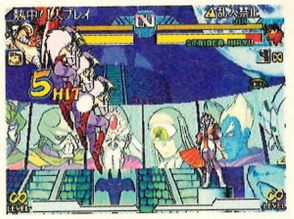
Special Moves

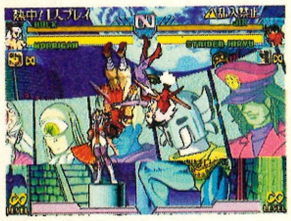
Heart Shot	D, DF, F + P
Shadow Blade	F, D, DF + P
Vector Drain	F, DF, D, DB, B + P (close)
Drill Kick	D + FK (in air)
Flip Kick	F + FK

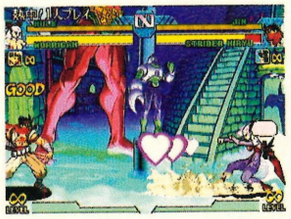
Super Combos

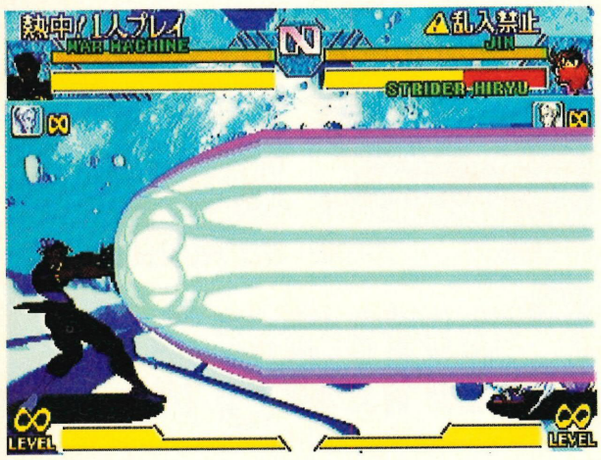
Brilliant Shower	D, DF, F + PP
Splendor Love	F, D, DF + PP
Darkness Illusion	D, DF, F + KK

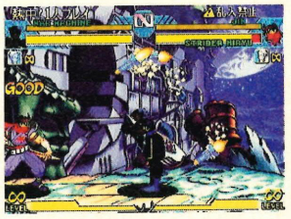






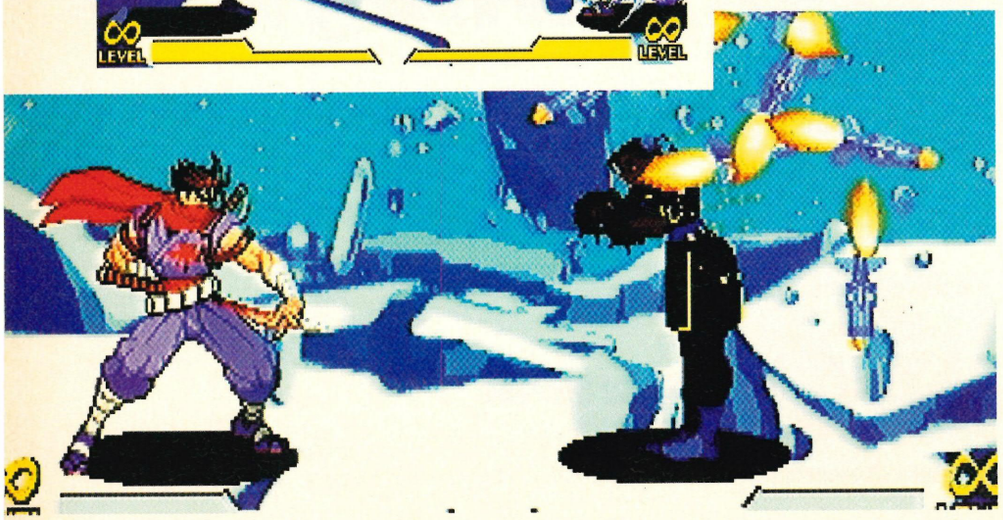






Shadow Lady

She might look like Chun Li but Shadow Lady's totally different... honest. With some of the most powerful moves in the game, she's one to keep your eyes open for!



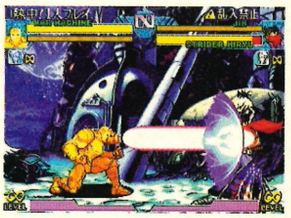
Special Moves

Drill Dash	D, DF, F + P
Static Field	F, D, DF + P, press P rapidly
Guided Missile	D, DF, F + K
Lightning Kick	Press K rapidly
Axe Kick	F, DF, D, DB, B + K

Super Combos

Big Bang Laser	D, DF, F + PP
Galaxy Missile	D, DF, F + KK
Final Mission	Charge B, F, B, F + KKK (Level 3 only)

Ultimate War Machine



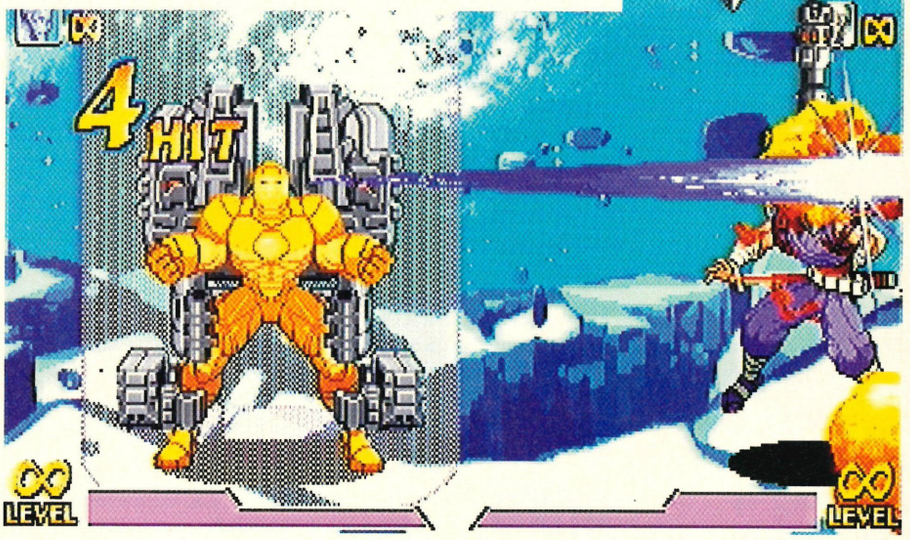
More powerful than the original War Machine, this new model loses the ability to block and move quickly. Still, the extra strength more than makes up for it!

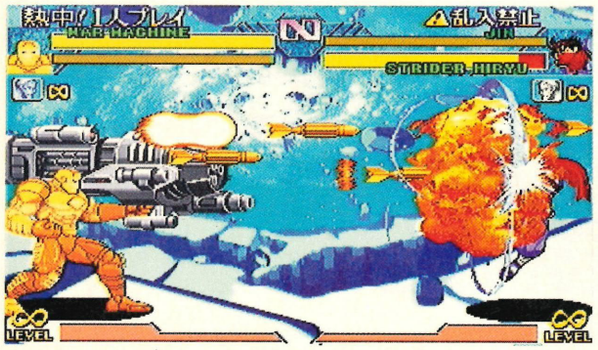
Special Moves

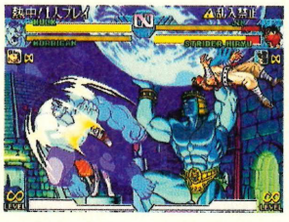
Rocket Launcher	D, DF, F + P
Repulsor Blast	F, DF, D, DB, B + P
Smart Bomb	MP + LK
Diving Knee	D + FK (in air)

Super Combos

Proton Rocket Cannon	D, DF, F + PP
Star Destroyer	D, DF, F + KK

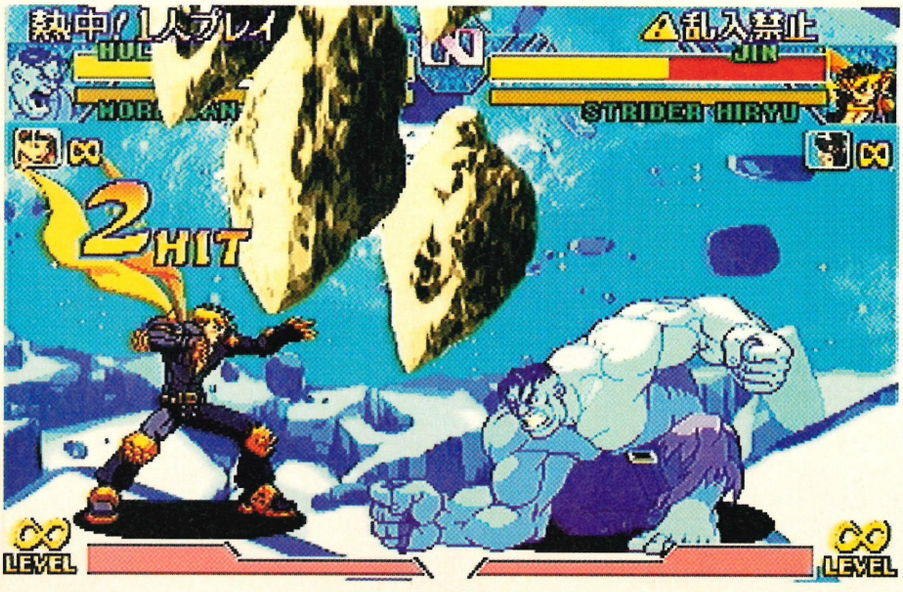






Evil Hulk

After trying too hard to stop Onslaught, the evil being took control of Hulk's mind. Now he's full of nothing but rage and he'll take it out on anyone who comes near!

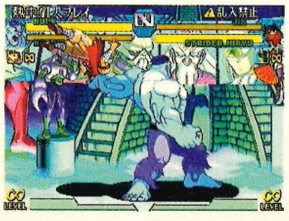


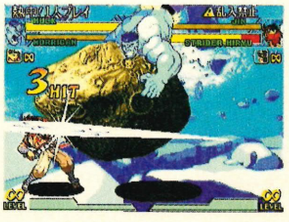
Special Moves

Gamma Charge	Charge B, F + K or Charge D, U + K
Ground Wave	D, DF, F + P
Gamma Tornado	F, DF, D, DB, B + P (close)

Super Combos

Gamma Crush	D, DB, B + PP
Gamma Quake	D, DF, F + KK
Gamma Wave	D, DF, F + PP





databurst

If you're looking for cheats, codes, and playing tips on all the latest Dreamcast games then you've come to the right place! Our Databurst section is the most comprehensive listing of Dreamcast tips you'll find anywhere – and we will be updating it every issue with all the latest information.

Complete Index

Dreamcast solutions contents

Buggy Heat	124
Hydro Thunder	124
Marvel Vs Capcom	124
Millennium Soldier: Expendable	124
NBA 2K	125
Pen Pen	125
Power Stone	125
Racing Simulation: Monaco Grand Prix	125
Ready 2 Rumble Boxing	125
Sega Bass Fishing	125
Sega Rally 2	126
Sonic Adventure	126
Soul Calibur	126
Speed Devils	127
Toy Commander	127
Trickstyle	127
UEFA Striker	127
Virtua Striker 2	128
Zombie Revenge	128

BUGGY HEAT

Additional Colour

Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme in order to brighten up your life.

Extra Buggies

To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

Additional Expert Races

To gain access to some extra expert courses complete expert mode on the championship difficulty using the Beelzebub Buggy.

HYDRO THUNDER

Access All Tracks in Two-Player Mode

To unlock the secret tracks you must win every race in two-player mode – you will eventually manage unlock all the tracks and all the boats.

Race In A Fishing Boat

Not satisfied with all the boats on offer? Well, to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at boat selection screen highlight Thresher and then hold Left shoulder and Right shoulder buttons and press View twice. Then select Chumdinger and you will race in a fishing boat.

Turbo Start

To get a turbo start hold the Left shoulder button while the game is loading. As the number three disappears release it and then hold the Right shoulder button. As the number two fades reverse the process (ie, release the Right shoulder and hold the Left one). As the number one fades repeat step one (ie release Left shoulder and hold Right one).

Bonus Track

If you think you've finished all the tracks, think again. Before starting a game, go to the options menu and highlight Back. Then press Up, Up, Down, Up, Down, Down, Start and you will open a new track.

MARVEL VS CAPCOM

Evil Zangief

Go to the character select screen and select Zangief in the normal way but then do a half-circle backward movement on the D-pad and press quick kick. Zangief will turn into an evil version of himself.

Gold War Machine

Again on the character select screen go to Zangief but this time get ready to input a long sequence of D-pad moves: Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up.
You should now have a golden War Machine above Zangief on the screen!

Hyper Venom

Similar to the Zangief codes, go to the character select screen, but this time put the cursor on Chun-Li and press: Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up.
If you press the kick button you will now get ice blue venom, the punch button will give you blood red venom and pressing Up will give you Hyper Venom!

Lilith

Another secret character is available by selecting Zangief again, then pressing: Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.

MILLENNIUM SOLDIER: EXPENDABLE

Shield

On the first joypad while playing the game press: Up, Down, Left, Right, X, Up, Down, Left, Right, Y.

Level Skip

As the shield cheat but press: Y, Y, X, X, Left Shoulder, Right Shoulder, Down, Down, Up, Up.

Grenades

As the shield cheat but press: Down, Down, Down, Down, Down, Up, Up, Up, Up, Right Shoulder.

Lives

As the shield cheat but press: A, B, X, Y, Left Shoulder, Right Shoulder, Up, Down, Left, Right.

Credits

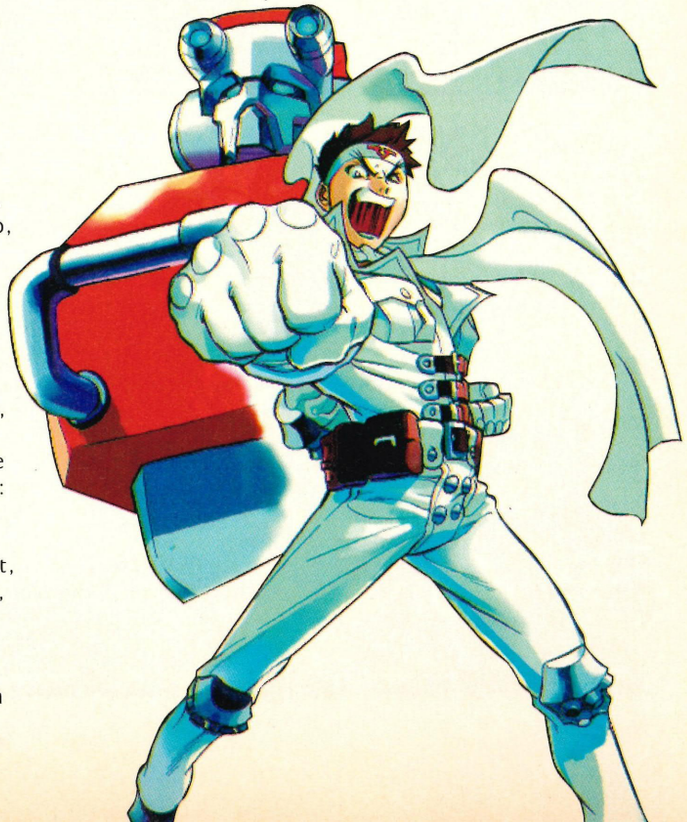
As the shield cheat but press: A, B, Left, A, B, Right, B, A, Down, Right Shoulder.

Easter Egg

As the shield cheat but press: Left Shoulder, Left, Right Shoulder, Right, X, X, Down, Down, Right Shoulder, Left Shoulder.

Game Won

As the shield cheat but press: Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder, Left, Right, Left, Right, Y, X.



Level Select
As the shield cheat but press: Up, Down, Up, Down, Up, Down, Left, Right, Right, Y.

NBA 2K
Simply enter the following codes at the 'Code' selection screen, found in the 'Options' menu to access the corresponding cheat.

Access Bonus teams
To access three extra teams enter 'DEVDUDES' as a code. The NBA 2K, Sega Sports and Sega will then be unlocked and available to play on outdoor courts.

Play With Big Heads
To have your team play with Big Heads enter 'FATHEAD' as a code.

Giant Sized Players
To play with giant sized players (and to make slam dunking even easier) enter 'MONSTER' as a code.

Miniature Players
To play with a team the size of the 'Borrowers' enter 'LITTLEGUY' as a code.

Access Fat Players
To have a team full of lardy boys enter 'DOUCHBOY' as a code.

Play With 2-D Players
To play with a team made up of 2-D (and wafer thin) players, enter 'SQUISHY' as a code.

Play With Big Feet
Fed up with your size tens? To make your players' feet more like size thirties enter 'BIGFOOT' as a code.

Play With Big Ball
To play with a bigger sized basketball enter 'BEACHBOYS' as a code.

Suffering Coaches
To have your teams' coach writhing around in agony on the sidelines enter 'COACHOUCH' as a code.

View Hidden Message
To see a message in the crowd reading "Hi Mom, love your child", enter 'HIMOM' as a code.

PEN PEN
Play as Hanamizu
To play as the eighth comedy character you must complete all the tracks while earning all silver medals.

Alternate Costumes
To unlock every costume of your character you must finish in first place on all course and course variations twice.

POWER STONE
The World Of Power Stone
Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VM unit and is usually selected by highlighting the page and pressing the A button. Here are a selection of the new goodies that you can access...

New Fighting Items
The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an alien ray gun and a shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode
Complete the game as Kraken and the Virtual Mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning all that much tougher!

Dual Virtual Mode
This option appears on Page Six of the book when you complete the game with Valgas. It is similar to the one-player Virtual Mode only it allows two people to play in a split-screen, first-person perspective fight!

Play as Valgas B
Complete the game on any difficulty level but without using a continue. Now check Page Twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can choose him per match – bummer!

Watch Endings
Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VM Games
You will open up a new game that can be downloaded into your VM unit when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VM to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

RACING SIMULATION: MONACO GRAND PRIX
What's in a Name?
Ubi Soft didn't get an official licence for *Racing Simulation: Monaco Grand Prix*, so instead they altered the names of the drivers and gave the teams numbers. Here's what they should all be...

Drivers
D.Chambers D.Coulthard
D.Hughes D.Hill
E.Ismith
E.Irvine
G.Brauwner
G.Berger
G.Finesta
G.Fisichella
G.Mambiti
G.Morbidelli
H.Fieldman
H.H. Frentzen
J.Antonin
J.Alesi
J.Hamon
J.Hebert
J.Matassen
J.Magnussen
J.Van OOsten
J.Verstappen
J.Vouellete
J.Villeneuve
M.Howen
M.Hakkinen
M.Sakai
M.Salo
M.Schmidtke
M.Schumacher
O.Perret
O.Panis
P.Dazaro
P.Diniz
R.Bonibrasco
R.Barrichello
R.Schmidtke
R.Schumacher
S.Notaki
S.Nakano
T.Menasques
T.Marques
U.Katsuoka
U.Katayama

READY 2 RUMBLE BOXING
Two-Player Level Select
When playing in two-player mode, press the Left Shoulder button for the two-tier arena and the Right Shoulder button for the Championship arena. If you press Left and Right Shoulder buttons together you'll get the gym!

Change the Cornerman's Voice
When you're on the character selection screen press the X button plus any direction on the D-pad to select different cornerman voices.

Outfit Change
There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.

Hidden Leprechaun
You can play the game as a Leprechaun if you go to the character select screen and press X + Left Shoulder + Right Shoulder together.

Life Recover
When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.

Class Unlock Codes
There are different classes to unlock in the game, but you can do it by cheating too! To open up the Bronze Class input your gym name as 'Rumble Power'. Silver Class is unlocked by entering 'Rumble Bumble' and Gold Class by entering 'Mosma!'. Enter 'Pod 5!' to unlock the final Champ Class, this also has the effect of uncovering all the hidden fighters.

SEGA BASS FISHING
Bonus Practice Levels
To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.

Change Lure Colour
To change the colour of your lure press Up or Down to change the lure colour in Consumer mode.

Sonic Lure
To gain the Sonic Lure complete all five tournaments in consumer mode.

Alternate Clothes and Boat Colour
To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

continued>

databurst

continued >

SEGA RALLY 2

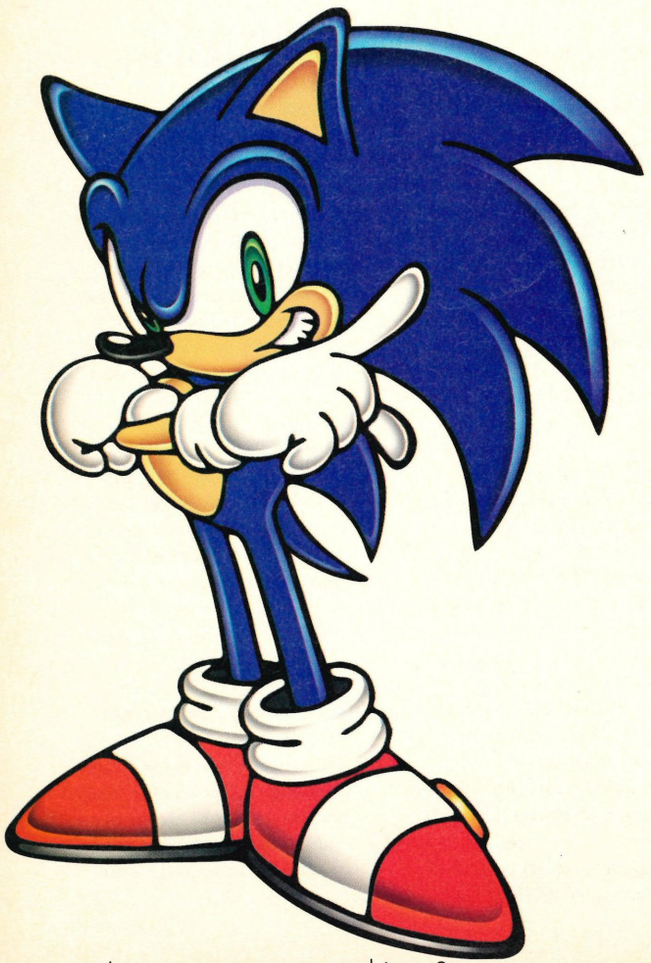
Extra Vehicles (Japanese Version)

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Renault Maxi Magane
Complete the Arcade Mode
Subaru Impressa 555
Finish 1st in the 1st Year of Championship Mode
Mitsubishi Lancer EVO 4
Finish 1st in the 2nd Year of Championship Mode
Toyota Celica GT-Four ST-185
Finish 1st in the 3rd Year of Championship Mode
Mitsubishi Lancer EVO 3
Finish 1st in the 4th Year of Championship Mode
Peugeot 106 Maxi
Finish 1st in the 5th Year of Championship Mode
Lancia Delta Integrale
Finish 1st in the 6th Year of Championship Mode
Fiat 131 Abarth
Finish 1st in the 7th Year of Championship Mode
Peugeot 205 Turbo
Finish 1st in the 8th Year of Championship Mode
Renault Alpine A110
Finish 1st in the 9th Year of Championship Mode
Lancia 037 Rally
Finish 1st in the 10th Year of Championship Mode

Secret Track

If you manage to finish in first place in all ten years of Championship Mode, you can race one last time on the super-secret course.



Access All Cars (Japanese Version)

Go to the title screen and press Up, Down, Up, B, A, Left, B, B, Down (using the D-Pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

Access All Tracks (Japanese Version)

Go to the title screen and press Up, Left, Down, Right, B, A, B, Right, Down (using the D-Pad, NOT the Analogue Stick). This will open up all of the tracks in the Championship Mode, including the secret track!

SONIC ADVENTURE

Goodies Galore

Stashed about the place through all of the action levels in the game are lots of items just waiting for you to collect. With the exception of general rings, all of them are found inside special glass pods that must be broken open if you want what's inside. Particular items are there for a purpose so check out the surrounding area in case you need to do something once you've got the prize.

Rings

If there's one thing you should never be without when running through each level of Sonic Adventure, it's rings. Even if you've only got one ring you're safe from an enemy attack – just don't hit anything if you're empty-handed! Collect 100 rings and you'll even be rewarded with an extra life!

Ring Pod

Rather than collecting rings one at a time, why not go for a whole stash of them at once? Ring Pods are glass domes containing a certain amount of the golden beauties, numbering from one all the way up to twenty. To collect them just smash the pod and you'll be given the rings in a lump sum!

Bubble Shield

Handy for those situations where you've grabbed lots of rings and don't want to give them up for anyone. Collect a Bubble Shield from one of the item pods and you'll be granted a shiny bubble to wear as protection from the enemies. It only lasts for one attack though so don't let your guard down for a second...

Electric Bubble

Even more fantastic to find (but also slightly rarer) is the Electric Bubble. Not only does this protect you from one enemy attack and prevent you from losing your rings but also helps you to get more rings into the bargain! Run into an area and all the nearby rings will be attracted to your magnetic personality, saving you the trouble of collecting them!

Running Shoes

If you think that Sonic simply isn't fast enough under his own steam (what are you, crazy?!) then collecting these will ease your woes. With the Running Shoes on their feet, any character will run at twice the speed they normally would – of course, it only lasts for a short time so get to where you're going pronto!

Invincibility

What would an adventure game be without Invincibility? They're rather rare but when they do pop up, you know you're going to need every second of protection that they provide. Smash the pod to grab the icon and then leg it for all you're worth – you don't want to be standing near something nasty when the shield runs out!

Extra Life

It's pretty obvious what this does when you pick it up – smash a pod to grab one of these and you'll be rewarded with an extra life. They're not always in the most accessible of places though so you might have to go out of your way a bit if you want to collect them. Keep your eyes open for possible hiding places and explore everywhere!

SOUL CALIBUR

Picture Gallery Secrets

This is a list of all the pictures in the Art Gallery and what you get when you buy them. They are numbered accordingly. Buy the number to get the Prize!

New Art Card Catagories

02, 06, 14, 18, 45, 55, 90, 103, 126, 149, 159, 203, 217, 266-294 – Free Art, 295-322 – Free Art.

New Missions

03	Silk Road Ruins 1
05	Harbour of Souls 1
10	Maze of the Dead 1
21	Silk Road Ruin 2
26	Shrine of Eurydice 1
27	Palgaea Shrine 1
34	Emperors Garden 1
37	Money Pit 1
40	Takamatsu Castle 1
56	Hoko Tempel 1
60	The Adrian/ Fortress 1
65	City of Water 1
81	Ost/burg Castle 2
82	Valentine Mansion 1
84	Water Labyrinth 2
93	Harbour of Souls 1
101	Silk Road Ruins 3
106	Maze of the Dead 2
116	Shrine of Eurydice 2
117	Palgaea Shrine 2
122	Kunpaetku Shrine 2
132	Takamatsu Castle 2
134	Money Pit 2
143	Emperor's Garden 2
148	The Colosseum 2
169	Hoko Temple 2
178	Valentine Mansion 2
180	The Adrian/ Fortress 2

182	City of Water 2
188	Water Labyrinth 2
199	Proving Grounds 2
215	Ost/burg Castle 3

New Features

15	Character Profiles
39	Xianghua's Costume
54	Exhibition Theatre (Museum Mode)
58	Sophitia's Costume
70	Maxi's Costume
94	Voldo's Costume
137	Exhibition Theatre: Taki
155	Exhibition Theatre: Voldo
167	Extra Survival Mode
177	Exhibition Theatre: Sophitia
179	Opening Direction
183	Exhibition Theatre: Nightmare
189	Exhibition Theatre: Astaroth
198	Exhibition Theatre: Hwang
207	Exhibition Theatre: Yoshimitsu
224	Weapon Select: Press L
225	Exhibition Theatre: Lizardman
229	Exhibition Theatre: Siegfried
230	Exhibition Theatre: Maxi2Weapons
233	Exhibition Theatre: Rock
239	Exhibition Theatre: Seung Mina
251	Exhibition Theatre: Cervantes
256	Exhibition Theatre: Edge Master
265	Metal Model Mode: Press R

New Stages

19	The Colosseum
31	Kunpateau Shrine
32	Takamatsu Castle (Winter)
68	Proving Grounds (Twilight)
79	Maze of the Dead
83	Emperor's Garden (Autumn)
104	Kunpaetku Shrine
123	Silk Road Ruins (Night)
130	Chaos

NOTE: All the rest are pictures and you must get all 338 for other extra features. All extras will not come from buying art!

Gold Title Screen

After obtaining all 338 pictures from the Art Gallery, a new black and white title screen appears. Beat every mission in Mission Battle and it will have a gold tint.

New Title Screen

Beat the game with Inferno to get a new title screen.

Play as Cervantes

The boss of Soul Edge returns but this time as a regular contender, he is no longer under the influence of the demon swords and he wants them back... badly. To play as Cervantes finish the arcade mode with every character, this includes all the new ones that are unlocked. Once you have done that Cervantes will become playable.

Play as Edge Master

You will first meet the Edge Master in the Mission Mode, to make him a playable character you must beat the game with all characters (including Cervantes). The Edge Master imitates other characters randomly, switching weapons every round. He also has his own version of everyone's weapon, though within a short time you will be able to tell immediately who he is. The Edge Master does have some exclusive moves of his own. If he is impersonating Kilik or Seung Mina the following move is available...

When Running: a or e+a, a, a

Play as Inferno

In order to unlock Inferno you must first unlock all the other characters, stages, and bonuses. Select Xianghua and her third outfit. Play through and complete the game with her. Inferno will then be unlocked. Like the Edge Master, Inferno imitates other characters and switches moves every round. He does have some exclusive moves of his own however. Though the availability of these moves depend on the character he is impersonating...

b,a
k, a
k, a, g
k, a, b
k, a, b, g

Another way of verifying which moves are available is to pause the game mid-fight and check the characters move list. Inferno's moves will be added to the existing moves so search carefully.

Secret Dojo Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the Korea area. When you pass over the secret mission, you will hear the 'zip' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location.
There are five missions in this location. Each stage has a random combination of conditions from the previous missions.

Secret Swamp Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the western most map. Move your pointer over the middle of the upper right area of the screen (somewhere around Poland). When you pass over the secret mission, you will hear the 'zip"' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are two missions in this location. Each stage has a random combination of conditions from the previous missions.

Victory Poses

Each character has three different victory poses. To see each one, after winning a battle, press a, b, or k during the replay.

SPEED DEVILS

Access All Cars and Tracks

Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, Right, B, Right, Up, B and Up when playing the game.

Infinite Nitros

To help you on your way to bust some speed guns try using these infinite nitros. Press Down, Up, Down, Up, A, X and A during the game.

Gain Extra Money

Money makes the world go round, but to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

TOY COMMANDER

Access All Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X, and if done correctly a note will be heard.

To Switch Machine Gun

To switch machine gun and then pause the game, then hold L and press B, A, Y, X, A, B. A note will heard if entered correctly.

Fix Toy

To fix your damaged toy pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly

TRICKSTYLE

Infinite Time

If you keep on running out of time go to the options screen and choose the cheats selection and then, enter 'IWISH' as a code and you'll be given infinite time to complete the courses.

Power-up Moves

Having trouble with the power-up moves? The enter the options screen and choose the cheats selection. Then enter 'TRAVOLTA' as a code and you'll be sorted.

Big Head Mode

All great games have a big head mode somewhere and sure enough there's one in *TrickStyle*. To access these big headed dudes enter the options screen and choose the cheats selection. Then, enter 'INFLATEDEGO' as a code and low and behold they'll appear!

Speed Board

In order to access the speed board successfully defeat the boss on the US track and it'll appear.

Trick Board

To access the trick board all you need do is successfully defeat the boss on the Japanese track.

Combat Board

To access the combat board successfully defeat the boss on the UK track.

Quick Start

To get ahead at the start hold R when the word 'Go' appears during the countdown and you'll get a flying start.

UEFA STRIKER

Shooting – Stages 1, 2, 3

The first three stages are easy, the first stage can be completed by just pressing the shoot button. Stages two and three need to be aimed, push up on the pad to aim at right of the goal and down to aim at the left of the goal.

Shooting – Stage 4

To complete stage four the ball needs to be lifted of the ground, this can be achieved by pressing the high button directly after the shoot button has been released.

Shooting – Stages 5, 6, 7

Stages five, six and seven introduce a goalkeeper into the equation. The best way to beat him is hitting powerful shots into the corners of the goal. To do this keep the shoot button held down as you are running towards the goal, then when you get close

continued

www.dream-cast.net

databurst

continued >

to the yellow markers release the button and aim the shot into a corner (preferably the one where the goalkeeper isn't stood).

Shooting – Stage 8

The easiest way to complete stage eight is to run towards the ball and stop it, then itís just a matter of dribbling towards the goal and beating the goalkeeper. A more spectacular way is to hit the ball as its moving across you, this takes a lot of timing but can produce a devastatingly powerful shot.

Shooting – Stage 9

Stage nine introduces some defenders into the game, they move quite slowly so the best way to beat them is to let them come towards you and then sprint past them. This should leave you with a clear run on goal, now just beat the goalkeeper for another point.

Shooting – Stage 10

Stage ten is the hardest of all ten shooting stages, the best way to beat the goalkeeper is by hitting a very hard shot into the top corners. This can be achieved by holding down the shoot button as you run towards the yellow markers. Then just release the shoot button as you get close and press the high button and aim the shot with the d-pad. This can take a lot of practice but you should be roasting shots into the back of the net in no time.

Passing – Stages 1, 2, 3, 4

The first four stages are very similar to the start of the shooting, the only thing to remember (and this goes for all passing stages) is that you must pass the ball before you score a goal, if you donít you will be failed.

Passing – Stages 5, 6

In stages five and six there are defenders trying to stop you getting close to goal, the main thing to remember is that you will always have a man free. So simply pass to him and keep moving close to goal, then when you get into a scoring position simply place the ball past the goalkeeper (you should now be able to do this easily after the shooting!).

Passing – Stages 7, 8, 9

Stages seven, eight and nine all start with a setpiece. The best way to make sure the ball goes to one of your men is to use the change player button, this will put you in charge of one of your outfield players. You can now move him into space and pass to him using the pass button. Now just move the ball around (you should again still have a man over) until you get close to goal, then let rip.

Passing – Stage 10

If you hang about on stage ten then it becomes very difficult, the only way to do it is to pass the ball before the defenders have time to react and close your players down. If you do this then you should have no troubles.

Defending – Stages 1, 2, 3, 4

The first four stages of the defending are relatively easy all you need to do is intercept the ball before it goes into the goal and then clear it over the blue line of markers.

Defending – Stages 5, 6

Stages five and six are identical apart from the ball will be played from alternate sides of the pitch. The best way to complete these stages is by running at the ball and then heading it away before the CPU players have time to score. A strong header should clear it over the blue line, but just as a backup plan follow the ball out with a player and it give another kick up field.

Defending – Stages 7, 8

Stages seven and eight are identical and involve corners from the top and bottom of the pitch. These should be dealt with in a similar way to the previous two stages, the main aim should be to meet the ball in the air and clear it before the CPU players have time to react and score. Again a well-timed strong header should clear it first time over the blue line of markers.

Defending – Stages 9, 10

Stages nine and ten are probably the hardest in the whole game and can be very frustrating. The aim of them is to stop the ball with the wall and then clear it over the blue line of markers. The best way to do this is moving the wall so it is in the way of the free kick, you should be able to determine this be looking at the arrow. Then change to a different player and move him in the wall under your control. Then when the freekick is taken and bounces of the wall the player under your control should run out and clear it before the CPU players have time to react.

Penalties

In this game you have to take ten penalties and hit the flashing panels. The goalkeeper will just randomly dive in a direction so try to ignore him and just go for the corners. To take a penalty all you have to do is aim the penalty using the d-pad and then press and hold the shoot button, the more you press it the further towards the post and bar it will go. To get it right into the corners you will need to hold it for about a second and a bit.

Set Pieces

The first three stage are very easy all you need to do is aim the ball towards the group of players and then score, just make sure its on target and you shoot before the red markers.

The next three stages are quite difficult but with practice they should become no problem. The aim is to play the ball into the area marked out by the white markers and then collect the ball and shoot without moving outside the white marker area. The best way to achieve this is to play the ball into the marked area quite slowly, this will give you chance to intercept the ball, control it, and then shoot.

The next two stages include defenders, your aim is just to score a goal. The best way is to use the same method as stages seven, eight and nine in the passing game, this means you will always get the ball and then you can build your attack up and score a goal.

The last two stages are actually quite easy as long as you can control the height and direction of the free kick, just aim into the corners and these should be easy enough to complete.

FreePlay

The aim of this final game is to score 10 goals in a two-minute time limit. The only advice is really to not panic in front of goal and always try to get into a decent goal scoring position before shooting, just hammering in loads of long shots will only end in failure. Also make sure you hit the corners of the goals, this gives the goalkeeper less chance of saving the ball.

VIRTUA STRIKER 2: VERSION 2000.1

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the team selection screen in arcade mode and then press Start. Then highlight USA and press Start and do the same for both Korea and Italy. The new team should appear above Japan.

Play As MVP Royal Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Highlight the MVP Yuki Chan team, hold Start and press A. If done correctly the word 'Rainbow' should be spoken.

FC Sega team

To play as the FC Sega team highlight France at the team selection screen in arcade mode and then press Start. Then highlight Chile and press Start and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC Sega team will appear in the corner of the screen.

Change Uniforms

To change the uniforms of the players highlight a team and then hold X + Y and press A.

Access Bonus teams

To access bonus teams complete the 'Ranking' mode with a high grade to unlock the team that was defeated in the finals.

ZOMBIE REVENGE

Access Cheat Mode

To access the cheat mode you must accumulate points on the VM mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in original mode.

Change Costumes

To change your characters costume highlight the character at the 'Character Selection' screen, then hold Start and press B, X or Y.

competition

IT'S Showtime

SPOT THE BALL!
20 Copies Of NBA Showtime Must Be Won!

Dreamcast Solutions has teamed up with Midway, publishers of the fantastic basketball game *NBA Showtime: NBA On NBC*, to offer you an exclusive chance of winning one of 20 copies of the game. Winner of a Dreamcast Ultra Award in our sister publication, Dreamcast Magazine, *NBA Showtime* is a game that you don't want to miss out on.

And what do you have to do to win your very own copy? Simply tell us where the ball is in this screen using an 'X' and you could become another addicted basketball fan.

Once you think you know where the ball is send your answers to:

NBA Showtime Competition
Dreamcast Solutions
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Midway may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Win a copy of NBA Showtime: NBA On NBC

Photocopied entry forms will be accepted

Name .....

Address .....

.....

.....

Postcode .....

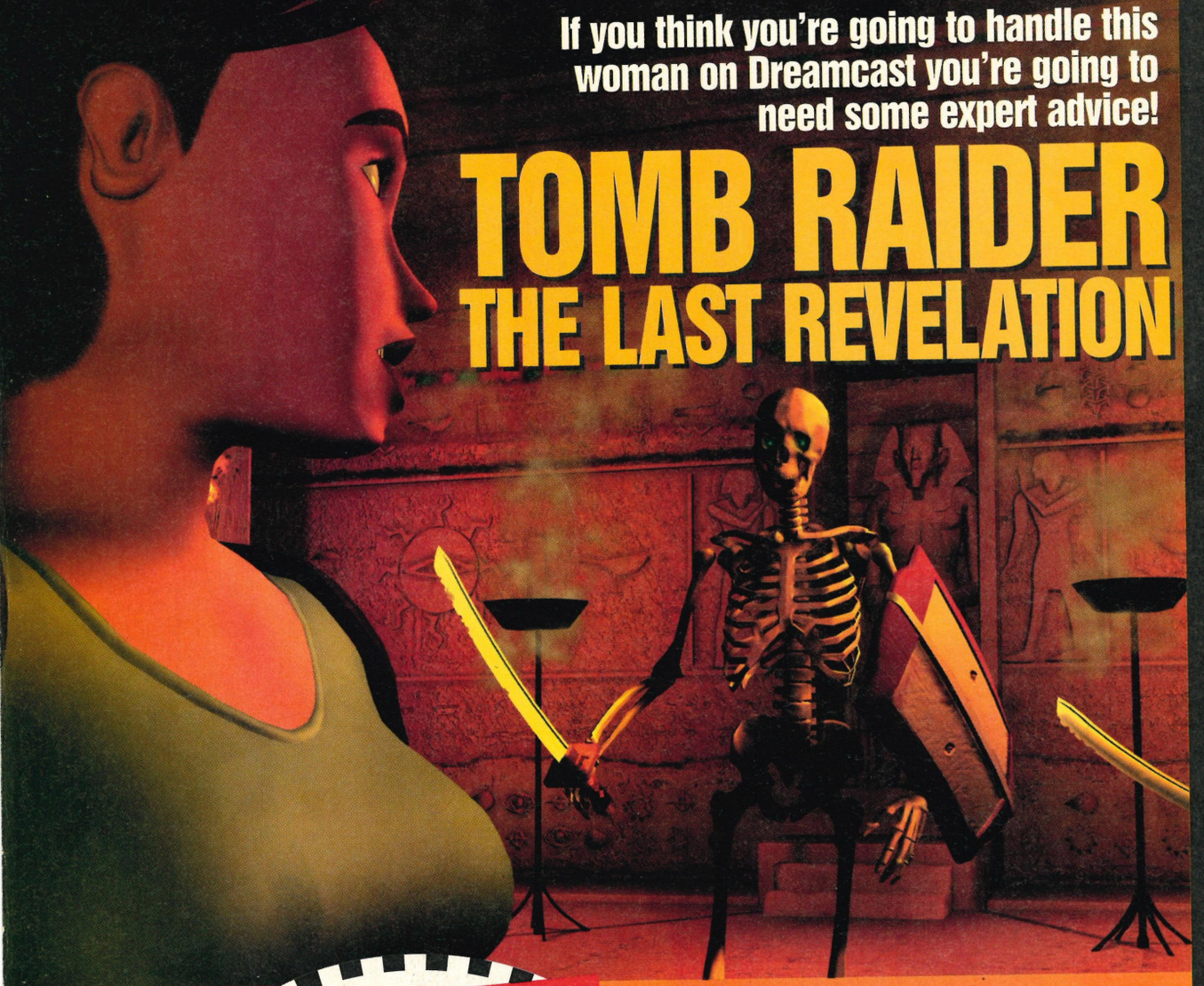
Tel .....

Please send entries by 21 March!

dream on...

If you think you're going to handle this woman on Dreamcast you're going to need some expert advice!

TOMB RAIDER
THE LAST REVELATION



HEY, NEWSAGENT...

To ensure your copy of what will become the leading unofficial Dreamcast tips magazine fill in this coupon and hand it in to your local newsagent.

Please reserve me a copy of...

☐ **DREAMCAST SOLUTIONS**
Price: £3.95 [ISSN: 1466-2396]

Name: .....
Address: .....
.....
.....
.....
Postcode: .....
Tel: .....

Newsagent Information: DREAMCAST SOLUTIONS is published by Paragon Publishing Ltd [**Tel:** 01202 299900 **Fax:** 01202 299955] http://paragon.co.uk and is available from your local wholesaler. Dreamcast Magazine and Dreamcast Solutions are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

PLUS Soul Reaver: The definitive solution!
Rayman 2: Hints and tips from the experts!
MDK2: Learn all the secrets
Red Dog: We blast the game wide open!
And... Q&A, Databurst and lots of great competitions!

Dreamcast solutions
ISSUE 4 ON SALE 13 APRIL

Dreamcast Solutions

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: 01202 299900
Fax: 01202 200217
www.paragon.co.uk

Managing Editor
Nick Roberts
nickr@paragon.co.uk
Designer
Claire Kresinger
Production Editors
Louise Wells (Senior), Karen Hollocks
Contributors
Martin Mathers, Alex Warren, Nick Trent

Online Manager
Stuart Wynne
ssw@paragon.co.uk
Online Editors
Gavin Cloggie, Sney Norani, Ryan Cooper

Advertising Manager
Felicity Mead
01202 200224
Classified Manager
Alan Walton
Ad Sales Executives
Emma Bedford, Claire Endean

Advertising Production
Dave Osborne, Jo James, Jane Evans, Lorraine Troughton, Rex Creed

Bureau Manager
Chris Rees
Scanning/Prepress
Liam O'Hara, Dom Eddy
Circulation Manager
Tim Harris
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
Systems Manager
Alan Russell

Marketing Manager
Monica Casal
monica@paragon.co.uk
International Account Executive
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

Advertising Director
Peter Cleall
Production Director
Jane Hawkins
Editorial Director
Damian Butt
Art Director
Mark Kendrick
Circulation and Marketing Director
Kevin Petley
Finance Director
Trevor Bedford
Managing Director
Mark Simpson

Printed by: **ET Heron & Co., The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**

Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
Tel: 0171 396 8000

Dreamcast Solutions is fully independent and is in no way an official Sega Europe licensed publication. The views expressed within are not necessarily the opinions of Sega Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 2000 Paragon Publishing Ltd

Dreamcast Solutions
ISSN 1466-2396
Main cover image ©1999 Sega

UK'S BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

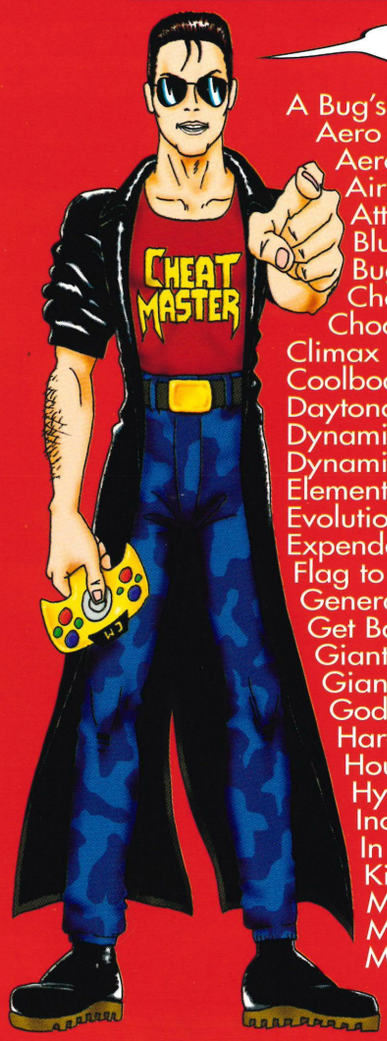
INTERACTIVE TELCOM

CHEATS & TIPS FOR OVER 2000 GAMES

CHEATS UNLIMITED

DREAMCAST CHEATS & TIPS

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



A Bug's Life
Aero Dancing featuring Blue Impulse
Aerowings
Air Force Delta
Attitude (WWF)
Blue Stinger
Buggy Heat
Chaos Adventure
Choo-Choo Rocket
Climax Landers
Coolboarders Brrn
Daytona USA 2
Dynamite Cop
Dynamite Deka
Elemental Gimmick Gear
Evolution
Expendable
Flag to Flag
Generator
Get Bass
Giant Gram All Japan Wrestling
Giant Gram All Japan Pro Wrestling 2
Godzilla Generations
Hardcore Heat
House of the Dead 2
Hydro Thunder
Incoming
In Nippon Budokan Giant Gram
King of the Fighters Dream Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Millennium Soldier: Expendable
Monaco Grand Prix
Mortal Kombat Gold
NBA 2K
NBA Showtime
NFL 2K
NFL Blitz 2000
Pen Pen Tricelon
Pop n' Music
Powerstone
Psychic Force 2012
Puyo Puyo
Racing Simulation: Monaco Grand Prix
Redline Racer
Ready to Rumble Boxing
Rippin Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Speed Devil
Street Fighter Alpha
Street Fighter 3
Super Speed Racing
Tokyo Extreme Racer
Toy Commander
TNN Motorsports
Hardcore Heat
Trickstyle
Virtua Fighter 3tb
WWF Attitude

THE LIST ABOVE IS JUST A SAMPLE OF WHAT'S ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL – PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098086

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098177

Calls to the above numbers cost 60p a minute

PSX, DC, N64, PC & GBC

TOTAL GAMES NETWORK

FAX-BACK SERVICE IMMEDIATE RETURN

RELEASE DATES & CHARTS

UPDATED DAILY

IMPORT GAMES CHEATS & TIPS

WALK THROUGHS & GUIDES

ESSENTIAL ADVICE

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.

Please put comments or queries in writing to *Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA*

or call our FREEPHONE CUSTOMER SERVICE: 0800 1982784

NFL BLITZ 2000™

"IF IT'S AMERICAN FOOTBALL YOU'RE LOOKING FOR - THEN THIS TITLE HAS IT BY THE HELMET FULL"
89% 'DREAMCAST MAGAZINE'

Larger, customised playbooks for each team, with powerful playbook editor

New 4 player mode for bruising your friends

Easy-to-learn arcade-style play with new "Icon Passing" for one touch long bombs

"On-Fire" Mode gives super power performance to your hot, star players

Available Now

PlayStation

Dreamcast

THE SUPERBOWL CHAMPION OF AMERICAN FOOTBALL GAMES!

NFL Blitz™ 2000 brings you all of the things you love about american football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances and tackles, you're headed for the ultimate in american football action!

OFFICIALLY LICENSED PRODUCT NFL

PLAYERS INC

MIDWAY

www.midway.com

NFL™ BLITZ™ 2000 game © 1998, 1999 Midway Games Inc. All rights reserved. BLITZ and MIDWAY are trademarks of Midway Games Inc. Used by permission. © 1999 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. PLAYERS INC logo is a registered trademark of the NFL players (www.nflplayers.com). Distributed under license by Midway Home Entertainment Inc. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Dreamcast is a registered trademark or trademark of Sega Enterprises, Ltd.